

PLANET OF DOOM

C+VG's Role-playing Game

They said it couldn't be done! The C+VG team transformed into miniature figures and stuck in a plastic bag on the front cover! Please rescue them before they suffocate! Then save them from certain death on the planet of doom by playing our exclusive fantasy role-playing board game, created by none other than Marshal M. Rosenthal! Marshal transported by none C+VG's into the 31st Century by digitising them using a neat bit of hi-tech machinery at his New York headquarters. He also made up the rules, designed the board and took all the pictures. Pretty good for a miniature figure you'll agree! Read the rules and play the game. Meanwhile, the boffins at IDEAS Central are hurriedly attempting to find a way to deminiaturise the C+VG team in time for the next issue. But meanwhile your mini-figures of Lesley, Tim, Paul, Craig and Marshal M. come complete with heavy-duty weaponry, designer space-wear and various silly hats ready for you to play around on the Planet of Doom! Just like having the whole team always available to use and abuse. Go to it!

Here's the lowdown — and it isn't good! Being a criminal in the 34th century is no better than any other time. There are good days and bad days. Good days mean getting away with a planetful of plunder. A bad day means getting caught. Which is just what's happened.

But even that's not SO bad! You've got a chance for a quick parole. All you have to do is zip down to a good for nothing planet out in the sticks and pick up this special ore that the Federation of Mining Planets want to take a look at.

What's the catch? Well, seems that the place is radioactive, overgrown with mutated jungle creatures, and is definitely not the vacation spot of the Galaxy.

Plus there's one other slight catch to the whole affair. Four other slobs have been offered the same chance for parole. The first to get the ore and blast off wins freedom. Everybody else gets to stay!

RULES

Place your figure on the corresponding picture of the character. Use a dice to take turns as you move counter-clockwise on the squares.

The object is to be the first person to recover the ore and blast off in the spaceship. To do this you must:

- First land ON the shielded box square.
- Then land ON the ORE square (if no box, then no ORE).
- Finally land ON the spaceship.

If you should land on a square occupied by another character, you can force him/her to:

- Take the next turn going backwards.
- Exchange places with anyone else on the board.

A Safety Zone protects whoever is on it from any harm. No one can do ANYTHING to a person while he/she is on a Safety Zone.

YOUR FREE FIGURES!

Just a few words about the figures which come FREE with this issue of C+VG. There are FIVE figures to complete the Planet Doom set. You get two different figures with each issue. Why not swap them with your friends to get the exact team YOU want?

If you want to play the game with more than two people you can always use coloured counters or simply cut out the dossiers to opposite and use them to represent your character.

Please write and tell us what you think about this board game idea. Would you like to see more games like this? How about getting more figures to play with? We're waiting for your letters and phone calls . . .

How to play

INTERGALACTIC DOSSIER
Most Wanted List

Name: WEEZIE
Physical Characteristics:
Smells of machine oil
and burnt insulation.
Last Known Criminal Act:
"Borrowed" the power
station from Deep Space
to light some cigar pipes.
Last Seen:
Stoned out of his
mind.
Confrontation Procedure:
Hold your nose!

INTERGALACTIC DOSSIER
Most Wanted List

Name: DEKE BENZETON
Physical Characteristics:
Carries a toothbrush
and comb for photo
opportunities. Photo
Last Known Criminal Act:
Towing Zbarq/Biffar's Sun
to a new location so as
to increase beach days.
Last Seen:
With a splendid tan.
Confrontation Procedure:
Ask him to leave.

INTERGALACTIC DOSSIER
Most Wanted List

Name: THE BLACK MARSHAL
Physical Characteristics:
Doesn't smile, grow, or
like anybody or anything.
Last Known Criminal Act:
Wiped out all inhabitants
of BOOMBOOM System.
Last Seen:
Stealing candy from
a baby.
Confrontation Procedure:
Hide until he leaves!

INTERGALACTIC DOSSIER
Most Wanted List

Name: LADY CRUSHFIST
Physical Characteristics:
Likes to carry a big
gun. Likes to use it!
Last Known Criminal Act:
Utter destruction of
Beta Lyra quadrant.
Last Seen:
On her 11th Honeymoon
(the late Baron Flashie).
Confrontation Procedure:
Just give her
what she wants.

INTERGALACTIC DOSSIER
Most Wanted List

Name: HUNCHHEAD Melunk
Physical Characteristics:
Huge, Massive. More or
less the same.
Last Known Criminal Act:
Removing the foundation
from beneath the planet
colony S2-117.
Last Seen:
No one will admit to this.
Confrontation Procedure:
You must be joking!

24 HOUR

COMPUTER REPAIRS

and

SINCLAIR

QUALITY APPROVED REPAIR CENTRE

COMPUTER SPARES

HOW TO GET YOUR SPECTRUM REPAIRED FOR ONLY £19.95



CALL IN AT OUR
MANCHESTER CITY
CENTRE BRANCH FOR
WHILE YOU WAIT
REPAIRS AND SPARES

SPECTRUM (only)
KEYBOARD
REPAIRS £10.00
THE CHEAPEST
AROUND

ORDER NOW
USING ACCESS

THE NO. 1
REPAIR CENTRE
IN THE U.K.
OTHERS FOLLOW

WHILE YOU
WAIT SERVICE
CALL FOR APPOINTMENT

SPECIAL OFFER!

Why not upgrade your ordinary Spectrum into the fantastic DK Tronics typewriter keyboard for only £31.50 including fitting VAT and return post and packing. Normal recommended retail price £49.95. Replacement printed DK Tronics key sets £7.50 including post & packing.

Update Your Rubber Keyboard to a New Spectrum+
Fitted for only £29.95 + £1.50 post & packing.
(Also D.I.Y. Kit available for only £24.95 + £1.50 p & p)
Same day service LIMITED OFFER

SPECIAL OFFER!

Why not upgrade your 16K Spectrum to a 48K for as little as £17.95 including VAT, post and packing. If you would like us to fit the kit for you just send us £19.95 which is a fully inclusive price to cover all costs including return postage. Full fitting instructions supplied with every kit Issue 2 and 3 only.

16K TO 48K
UPGRADE KIT

TEN ★ REPAIR SERVICE

- ★ While you wait Spectrum repairs £22.50. Also spare parts over the counter
- ★ All computers fully overhauled and fully tested before return.
- ★ Fully insured for the return journey.
- ★ Fixed low price of £19.95 including post, packing and VAT. (Not a between price of really up to £30.00 which some of our competitors are quoting). (Mail order only)
- ★ Discounts for schools and colleges.

- ★ Six top games worth £39.00 for you to enjoy and play with every Spectrum repair.
- ★ We repair Commodore 64's, Vic 20's, Commodore 16's and Plus 4's.
- ★ The most up to date test equipment developed by us to fully test and find all faults within your computer.
- ★ Keyboard repairs, Spectrum rubber key boards only £10.00.
- ★ 3 month written guarantee on all repairs.

BEST SERVICE

BEST PRICES!

ARE YOU ANOTHER CUSTOMER - fed up waiting weeks for your estimate?

Need your computer repaired fast? Then send it now to the Number One Repair Company in the U.K., or call in and see us at our fully equipped 2,500 square foot workshop, with all the latest test equipment available. You are more than welcome. We will repair your computer while you wait and help you with any of your technical problems. Commodore computers repaired for only £35.00. Please note we give you a 100% low fixed price of £19.95 which includes return post and packing, VAT, not a between price like some other Repair Companies offer. We don't ask you to send a cheque in for the maximum amount and shock you with repair bills £30 upwards. Don't forget we are Amstrad approved for quality and speed, don't risk your computer to any other unauthorised repair centre. We don't just repair the fault and send your computer back, we give your computer a:-

OVERHAUL WITH EVERY REPAIR WE DO:-

We correct Colour, sound, Keyboard, Check the loading and saving chip. Put new feet on the base if required, Check for full memory, check all sockets including ear/mike and replace where needed. All for an inclusive price of £19.95 including VAT, all parts, insurance and post and packing. No hidden extras whatsoever. We don't have to boast too much about our service as we have thousands of customers from all over the world highly delighted with our service. A first class reputation for speed and accuracy. Don't forget, we also now have a Service Branch in Manchester City Centre for while you wait service.

URGENT NOTICE Don't be misled by adverts showing 'between prices.' A recent complaint against a Manchester repair firm, Mancomp, was upheld by the Advertising Standards Authority on two counts. "It had stated BBC repairs between £14 and £45 then charged the customer £85." Their guarantee policy was misleading as it did not make clear that all repairs were not covered.

EXTENSION RIBBON

56 Way ribbon cable to extend your ports for your peripherals

£10.95 plus £1.50 p & p

SOUND THROUGH YOUR T.V. WITH MEGASOUND

Want better sound through your T.V.? Hear sounds you've never heard before? Then you need 'MEGA-SOUND'. Play games with unbelievable mega sound! £10.95 plus £1.50 p & p

REPLACEMENT POWER SUPPLY

Spectrum replacement power transformer suitable for all makes of computer £9.95 plus £1.50 p & p

KEYBOARD MEMBRANES

Spectrum keyboard membranes £5.50 plus £1.50 p & p
Spectrum Plus spare keyboard membranes £12.90 plus £1.50 p & p
ZX 81 membranes £5.00 plus £1.50 p & p

COMMODORE POWER SUPPLY

Commodore replacement power transformer £29.00 plus £1.50 p & p

ON-OFF SWITCHES

FOR THE SPECTRUM AND SPECTRUM +

ORDER No.

1067 SPECTRUM

1067A SPECTRUM +

£4.95 + 1.50 p & p

USE ANY JOYSTICK WITH YOUR SPECTRUM + 2
SINCLAIR JOYSTICK ADAPTOR FOR CONNECTING SPECTRUM + 2 COMPUTERS TO MOST JOYSTICKS

ORDER No. 1062
SELECTOR CONNECTOR
R.R.P. £5.95
+ 1.50 p & p

NEW THE VIDEOVAULT COMPUTER COMPANION EDITION NOW HOT OFF THE PRESS

New bigger catalogue now available containing over 2,500 items including software for all computers, joysticks, spare parts, business software, books, plus many more. Just send 2x18p stamps for your free copy. Over 20 pages full of top quality products delivered to your door by return post.

VideoVault

Ltd.

POST + PACKING CHARGES UK ONLY
OVERSEAS POST + PACKING CHARGES PLEASE WRITE FOR QUOTE

OPEN 7 DAYS
A WEEK
MANCHESTER
MON-SAT ONLY

NOW!
SPECIAL OFFER

6 GREAT FREE GAMES
NORMAL RECOMMENDED RETAIL PRICE £39.00
YOURS FREE WITH EVERY SPECTRUM REPAIR

140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head Office & Access orders, queries.
Manchester 061- 236 0376 while you wait repair centre only.

COMPETITION RESULTS

BALLBREAKER

Daniel Tudball, Twickenham; D. Vince, Birmingham; Alin Shelton, London; Owen Williams, Bath; Daniel Hondle, Bucks; Paul Duree, Bradford; D. Thompson, Newcastle; Mark Smith, London; Adam iPenn, Luton. Steve Lee, Surrey; Glenn Rivers, Perth; David Connor, Liverpool; Julian Smith East Sussex; Michael Hughes, Swansea; Paul Sawyer, South Glamorgan; David Jones, Worcs; Richard Spence, N. Ireland; Robert Johnson, Gwent. Lucy Grzesik, Rotherham; Anthony Casel, Oxford; Alan Pullen, Worcs; Richard Burton, Cornwall; John Yeung, Glasgow; Kevan Gelling, Isle of Man; Edward Newiss, West Yorks. Jon Sendel, Sheffield; Martin Riley, Eastleigh; Ian Sherwin, Manchester; Guy Watford, Melton Mowbray; Stephen Clark, N. Yorks; Mr. J. M. Berman, Dorset; Julian Blake, East Sussex; Itaen Beardmore, Staffs; Michael Burton, Cleveland. Gareth Williams, Leicestershire; A. C. Pearson, Newcastle upon Tyne; Mat Seddon, York; Andrew and Lynsey Learoyd, Leeds; A. Milsom, Herts; Glen White, Essex; C. A. Macleod, London. Richard Lang, Surrey; R. G. Messenger, Perth; Richard Walker, Dudley; G. Nichol, N. Ireland; Stephen Russell, Dorset; Russell Cushion, Norfolk; Jonathan Ewert, Guernsey; Duncan Tarrett, Cheltenham; Robert Horton, West Midlands.

MILK RACE

Jason T. Derbyshire, Gwynedd; Des Albrighton, Bucks; Nabeel Ahmed, Bristol; Malcolm Jeckell, Norfolk; Craig Dors, Cheltenham; Lyndon Saunders, Mid Glamorgan; Stuart Smith, Gwent; Steven Wheller, Bridgend; Gabriel Leong, Berks.

Anthony Connelly, Lanarkshire; Trevor Page, Kent; Jon Morris, Lancs; Rodney Tregale, Slough; Alistair May, Moray; Simon Holt, Rotherham; Iain McDougall, Glasgow; Gareth Houghton, Cheshire. Matthew Davies, Sheffield; Michael Fox, Wilts; Patrick Oliver, Birmingham; Jonathan Kane, Leicester; Fergus Mullins, Ireland; Karim Bovali, London. Dean Betts, Kent; Richard Ramsden, West Yorks; Martin Wicker, Herts; Graeme Napier, Newcastle upon Tyne; T. L. Bahalim, London; Benn Webber, Wiltshire; Simon Rider, West Yorkshire; Philip Cahill, Inchicore; Andrew Little, Merseyside. David Heath, Staffs; Andrew Griffiths, Surrey; John Summers, Merseyside; Neville Matthews, Beds; Nathan Taylor, Hull; Kieron Telford, Mid Lothian; Marc Davies, Wrexham; Steven Devlin, Aberdeenshire; Adam Penn, Luton. William Knapp, Exeter; K. Grzesik, Rotherham; Mark Smith, Essex; Trevor C. Moore, Staffs; Jamie Hanik, Coventry; Colm Andrew, Hyde; L. C. Sendel, Sheffield; P. A. Richmond, Co. Durham; Adam Horton, Notts.

PROHIBITION

Brian Brooks, London; Ian B. Platts, London; Gunnlaugur Briem, Iceland; Aidan Loughridge, Co. Antrim; Michael Bland, Leeds; Tipu Sultan, London; Nicholas Twinn, Co. Durham; Karl Drinkwater, Manchester; David Menzies, Manchester.

Chris Neiger, Cheshire; Agusti Malave, Spain; Robert Bell, Cheshire; Simon Wendt, Beds; Neil Drew, Cornwall; Michael J. Dexter, Sheffield. Richard Pargeter, Coventry; Mark Wilson, Staffs; Louk Smeets, Holland; Robert J. Hankey, Cheshire; Robert Douglas, N. Ireland; James Marshall, Essex.

CODEMASTERS

Jason Watts, Gwent; Derek Wong, Surrey; Chris Andrews, Sheffield; Wayne Robson, Dundee; Ian Lucas, Gateshead; Nathan Hruzik, Dyfed; Matt Sears, Worcester; Craig Spencer, Bradford; David Menzies, Manchester. Lee Godley, Stockton; Tom J. Ryan, Surrey; Ben Steele, Nr Hailsham; A. M. Barnes, BFPO 32; David Beavis, Somerset; David Lupton, E. Sussex; Tobias King, Wilts; J. Ryland, Lancs; Andrew Bull, London. Peter Burman, Lincoln; Mark Hatrich, Lincs; Anon, Worcestershire; H. Schiffelers, The Netherlands; Mark Davidson, Lincs; Stewart Campion, Herts; Michael Wheeler, Lewis; Roy Lewis, Lancs; Paul Seamark, Bedfordshire. Kenneth Ball, Uttoxeter; Stuart Kemp, Leicester; James M. Tebbutt, Stoke on Trent; James McAllister, Herts; Leon Quinn, Birmingham; James A. McLellan, Airdrie; Marcus W. Hartup, Lincoln; David Jenkin, Cheshire; Chris Roynham, Belper.

Simon Baxet, N. Humberside; David Stephenson, Liverpool; Seb Geddes, Caithness; Andrew Boyce, West Sussex; Danny Rabjohns, North Yorkshire; Kelvin Hones, Port Talbot; Ian Ramdhany, London; Anthony Goodey, Kent; Paul Feltham, Dorset. Kevin Liu, Liverpool; Ian Adams, Manchester; Ricky Hoad, London; Craig Cooper, Stoke on Trent; P. Meanwell, Herts.

THING BOUNCES BACK

Roger Takenarine, Wembley; A. J. Whitehead, S. Glamorgan; Stephen Barker, Staffs; Brian Scofield, Gwent; Mr. A. Dolan, Cheshire; David Bannatyne, W.

Lothian; Per Johansson, Sweden; Anthony Clapham, Somerset; Dean Jarman, Hants. Andrew Hawley, Manchester; William Callaghan, W. Midlands; Scott Watson, Clydebank; Adam Bolton, Surrey; C. G. Roland, Lincoln; Simon Sharp, Surrey; Sean Drury, W. Yorks; Darren Perry, Stockport; Sammy Barber, Rosshire. Tony Kidney, Co. Cork; Derek Jenkins, Cardiff; Delvin Suleyman, Herts; Richard Ramsden, Bradford; Adrian Holmes, Coventry; Leon Quinn, Birmingham; Mark Clapham, Harrogate; Nader Adamali, U.A.E.; Mark P. J. Miles, W. Sussex.

David Jones, Worcs; Stuart Scott, Walsall; David Bone, Tyne & Wear; Paul Crocker, Middlesex; Stephen Crawford, Wiltshire; G. Shirodkar, West Midlands. David Imrie, Caithness; Filis Toumanidis, Greece; L. Smith, Hull; Mike Seuters, Holland; Finlay Bell, Northumberland; Nicholas Twinn, Co. Durham; Roar Tunes, Norway; J. Wright, W. Midlands. Brett Patterson, Sheffield; Gavin Cassie, Aberdeenshire; Mr D. G. Thow, Gwent; Mark Smith, Herts; John Pack, Herts; Chris Raynham, Derby; Martin Owen, Gwynedd; Lee Bennett, Northampton; James Riley, Hull.

GOBOTS

Wai Hong Tsang, Beds; Jason Lo, Manchester; Stuart Thomson, Aberdeenshire; Mark Lee, Merseyside; Spencer L. Denniston, London; Benjamin Early, Maidenhead; Andrew Hall, Peterborough; Mr. T. Saxon, Swindon; Robert Byers, Warks. Marc Couget, Birmingham; Ling Lo, Southampton; Christopher Lin in On, London; Adam Solomon, Kent; Philip Corbett, Warks; Lee Watson, Middlesex; Kamal Lakhiani, U.A.E.; Simon Gallagher, Nottingham; Allan Norris, South Glamorgan.

Alternative WORLD

They're weird, they're wacky. What are they? Alternative World Games, that's what. Everybody seems to have got very serious about their sports simulations. But not the Gremlin guys. They've put the humour in to sport by coming up with some really strange events set against some exotic backdrops.

So, how do you fancy log throwing or boot hauling? You do? Well read on.

For the first prize, Gremlin will arrange for you to have six professional coaching lessons for one of the following sports — football, cricket, tennis, swimming, squash, badminton or table-tennis. So when you fill in the entry coupon don't forget to say which sport you are interested in.

The 50 runners-up will get a copy of Alternative World Games.

All you have to do is answer the following Gremlin Graphics questions and send your answers to Alternative World Games Competition, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is December 16th and the referee's decision is final.

Questions

1) What is the name of the evil organisation featured in Gremlin's Mask and Mask II? Is it A) VENOM. B) SPIT. C) BILE.

Answer: _____

2) What is the name of Jack the Nipper's second adventure?

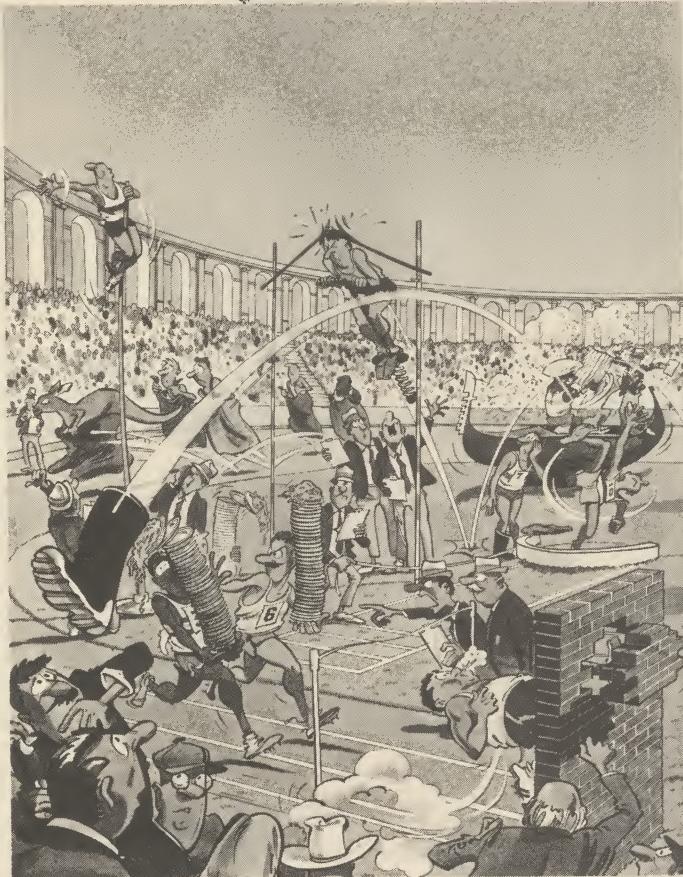
Answer: _____

3) What animal is Monty? Is he A) Mole. B) Badger. C) Rabbit.

Answer: _____

4) Gremlin's expected Christmas smash

GAMES Competition



is based on which character? Is it A) He-Haw. B) Ho-Hum. C) He-Man.

Answer: _____

Alternative World Games Competition

Name: _____

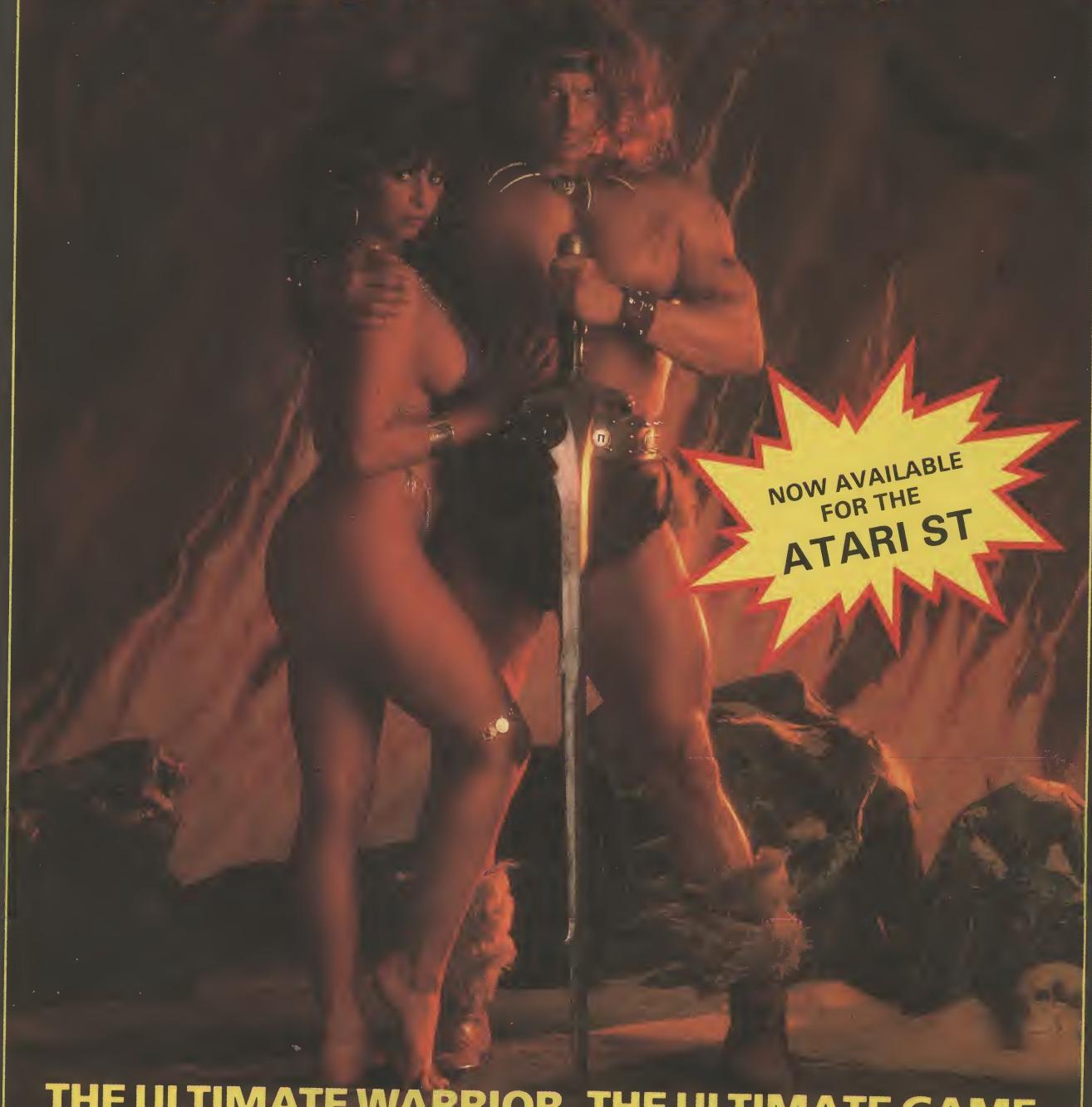
Address: _____

The sport I want coaching in is _____

My computer is Spectrum Amstrad
CBM 64

BARBARIAN

The Ultimate Warrior



NOW AVAILABLE
FOR THE
ATARI ST

THE ULTIMATE WARRIOR THE ULTIMATE GAME



SPECTRUM VERSION

Available from all good computer game stockists,
or by mail order from: Palace Software,
275 Pentonville Road, London N1 9NL.

AVAILABLE FOR:
COMMODORE 64
48k SPECTRUM
AMSTRAD CPC



PALACE SOFTWARE



AMSTRAD VERSION

Send cheque or postal order for £9.99 (Cassette),
or £12.99 (Commodore or Amstrad Disk) plus 80p P&P.
Access and Barclaycard holders telephone 01-278 0751.

BE FAST...BE ALERT...OR BE DEAD!

R.I.S.K.



EDGE

I didn't expect to get a 'R.I.S.K.' order ... none of us ever does. I mean, Galactic Command doesn't call for a Rapid Intercept, Seek and Kill operative unless all else has failed ... but why do I get this feeling I'm gonna be on my own this time?

THE EDGE, 36/38 Southampton Street, London WC2E 7HE

COMMODORE

8.95

DISC 12.95

THE HUNT FOR **RED OCTOBER**



**THE ULTIMATE SUBMARINE
COMBAT SIMULATION**

Based on the Best Selling Book by
TOM CLANCY

Available for

Atari ST, Amiga, Amstrad 1512 pc, Amstrad CPC, Spectrum, Commodore Tape and Disk

ALL 16 BIT PRODUCTS B.R.P. £24.95, 8 BIT CASSETTES £14.95, DISC £19.95

Argus Press
Software Group

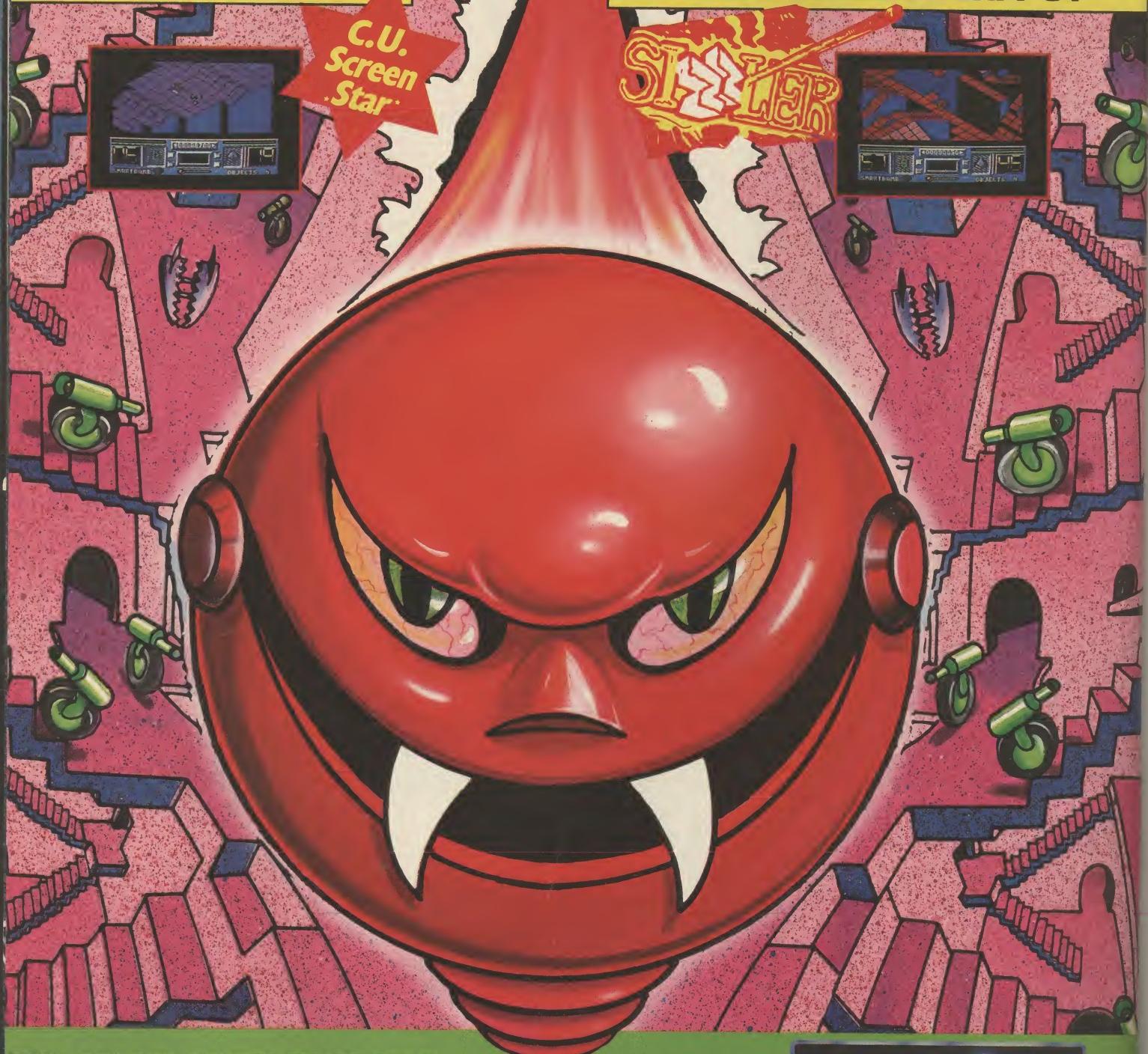
RED L.E.D.

RED L.E.D. IS A CHALLENGE
NOT TO BE MISSED.
— COMMODORE USER

"GO OUT AND GET THIS GAME —
IT'S SOMETHING REALLY SPECIAL!"
— JULIAN RIGNALL: ZAPP 64

C.U.
Screen
Star

STARLIGHT



REAL ARCADE ACTION AT ITS BEST!

The year is 2379: Earth's vast resources are finally running out (again!). You must bridge the path to the much needed matter supplies, using three ZMX all-purpose battle-droids to link up the vital cosmic-interlace grid.

SPECIAL FEATURES:

- Full 3D smooth scrolling action
- 37 different landscapes
- Bonus levels, teleport pads and enemy generators
- Graphics by Pete James
- Sound FX by Tony Crowther.

STARLIGHT
SOFTWARE

C64/128 cass £9.99 C64/128 disk £12.99 AMSTRAD cass £9.99 AMSTRAD disk £14.99 SPECTRUM £8.99



TOP TEN GRAFFITI COMPETITION



Here's the first person to win his way through to the final of our wicked Graffiti Comp. The winner from October's issue is Nick Adams of Plymouth. If you think you can match Nick's graffiti skills, or perhaps you think you can do better, start working, now!! In case you've forgotten the rules, I'll quickly remind you.

Just create your own *original* piece of graffiti — the only restrictions on your creation are that it **MUST** include the Top Ten and C+VG logos somewhere. You can either send a photo of your work or simply send your completed artwork to Computer and Video Games, Top Ten

Graffiti Competition, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. And the prize? An all expenses paid trip to New York to see graffiti artists at work!

Remember to secure the coupon to your entry.

C+VG/Top Ten Graffiti Competition.

Name _____

Address _____

Age _____

Computer owned _____

HOLMESOFT

MAIL ORDER DIVISION OF ESTABLISHED RETAILER AND PUBLISHERS

FREESTORE (No Stamp In UK)
SEDGLEY, DUDLEY
WEST MIDLANDS DY3 3QY
Tel: 0902-880971

ANY
PHONE/WRITE
PROMPT
DESPATCH

CHEQUE P.O. & DRAFT TO: HOLMESOFT.
C.O.D. SERVICE (- £3 In Advance)
UK P&P INCL. (Add 50p for Rec Delivery)
EUROPE ADD 50p PER ITEM,
ELSEWHERE add 75p per item

SPECTRUM	OUR PRICE	SPECTRUM	OUR PRICE	COMMODORE 64	OUR PRICE
6-Pack II	6.75	Judge Death	(D 9.95) 6.50	Action Force	6.75
720 Degrees	(D 9.95) 6.50	Knight Orc	(D 14.95) 10.50	G-Pack II	6.75
ACE-2	(128) 7.50	Knightmare	6.75	720 Degrees	(D 10.95) 6.75
Action Force	(D 10.95) 6.75	Last Ninja	6.75	Magnetron	(D 9.95) 6.50
Adventurine Fighter	6.75	Lucasfilm, 4-Coll	(D 10.95) 6.50	Mandroid	(D 10.95) 6.75
Air World Games	6.75	Lazer Tag	6.50	Alternative Games	(D 10.95) 6.75
Apache Gunship	(D 9.95) 6.50	Live Ammo	(D 10.95) 6.95	Maniac Mansion	(D 10.95) 6.75
Arctic Fox	6.50	Mad Balls	(D 10.95) 6.50	Mask/Mask-2 EACH	(D 10.95) 6.75
Backpack - Kidsplay	6.75	Magnetos	5.50	Mask/Mask-2 EACH	(D 10.95) 6.75
Ballbreaker	5.50	Mask/Mask-2 Each	6.50	Live Amma	(D 10.95) 6.75
Bangkok Knights	6.75	Big 4 Vol. II	(D 6.95) 6.75	Lucasfilm 4-Coll	(D 10.95) 6.75
Banquet	(D 9.95) 6.50	Blood Valley	(D 10.95) 6.75	720 Degrees	(D 10.95) 6.75
Basil, Mouse Detective	6.75	Bobblesh	(D 10.95) 6.75	All World Games	(D 10.95) 6.75
Blood Valley	5.50	Bravestarr	(D 10.95) 6.75	Barbarian (Palace)	(D 10.95) 6.75
Big 4 Vol. II	6.75	Merchant	6.50	Barbarian	(D 10.95) 6.75
Bobble Bobble	6.75	Moon strike	(D 10.95) 6.75	Barbarian (Psychosis)	(D 10.95) 6.75
Bravestarr	(D 9.95) 6.50	Nebulus	5.50	Bermuda Project	(D 10.95) 6.75
Bubble Bobble	5.50	Ostrum	(D 9.95) 6.75	Blood Valley	(D 10.95) 6.75
Bugger Boy	6.75	Pegasus Bridge	9.50	Bubbly Bobble	(D 10.95) 6.75
Buff On	6.75	Phantys	5.50	Buggy Boy	(D 10.95) 6.50
California Games	(D 9.95) 6.50	Peyton Soldier	5.50	Morphon	(D 10.95) 6.50
Captain America	6.50	Phantom	5.50	Neblus	(D 10.95) 6.50
Charlie Chaplin	(D 9.95) 6.50	Phoenix	5.50	N. Mansell Grand Prix	(D 10.95) 6.75
Combat School	5.50	Rambo	5.50	NineTeen	(D 10.95) 6.75
Compendium	5.50	Rampage	5.50	Outrun	(D 10.95) 6.75
D. S. Scopre	6.75	Ramparts	5.50	Pegassi Bridge	(D 14.95) 9.95
Doubt, The	6.75	Rastan Saga	6.50	Compendium	(D 10.95) 6.75
Driller	10.50	Razor	6.50	Piranha Pegasus	(D 10.95) 6.75
Elite 8-Collection	6.75	Scrabble De-Luxe	(D 11.95) 7.75	Proj: Stith Figher	(D 10.95) 6.75
Enlight, Druid II	(D 9.95) 5.50	Scruples	(D 10.95) 6.75	Egypt Express	(D 10.95) 6.75
Evening Star	5.50	Slaine	6.50	Indian Jones & TOD	(D 10.95) 6.75
Exolon	5.50	Space Set & Match	(D 13.50) 8.95	Leather Druid II	(D 10.95) 6.75
Fairytale, Legend	(D 9.95) 6.50	Street Hassle	6.50	Metropolis	(D 10.95) 6.50
Firstrap	6.50	Street Basketball	6.75	Metropolis	(D 10.95) 6.50
Football Manager II	6.50	Super Hang-On	6.25	Star Trek	(D 10.95) 6.50
Fortress America	(D 9.95) 6.50	Super Sprint	6.50	Sub Battle Simulation	(D 10.95) 6.50
Flying Shark	5.50	Tank	6.50	Super Sprint	(D 10.95) 6.50
Freddy Hardest	5.50	Taipan	5.50	Wizard Warz	(D 10.95) 6.50
Galactic Games	5.50	Tank	5.50	Wizball	(D 10.95) 6.50
G. Lineker's All-Star Cricket	6.75	Through Trap Door	6.50		
G. Lineker's Soccer	5.50	Thundercats	6.50		
Game Over	5.50	Time Force	5.50		
Game Set & Match	(D 13.50) 6.50	Trans	5.50		
Gauntlet II	(D 9.95) 6.50	Victory Road	5.50		
Gryzor	5.50	Werewolves of London	6.75		
Guadal Canal	6.75	W.C. Leaderboard	(D 9.50) 6.50		
Gunner	6.75	Winter Olympiad 88	5.50		
High Frontier	6.75	Zynaps	5.50		
Hysteria	5.50				
Ikari Warriors	5.50				
Impossible Mission II	6.50				
Indiana Jones	(D 9.95) 6.50				
Int. Karate II	6.75				
Jackal	5.50				
Jack the Nipper II	5.50				
- 100s of £1.99, £2.99 GAMES					
BULK DISCOUNTS / INVOICES					

SOFTWARE ADD-ONS FOR
BBC ELECTRON, C16, 4-VCS,
SEGA, NINTENDO, MSX, QL
IBM, SPECTRUM - 3, Vic 20 etc

WE GUARANTEE 2 DAY SERVICE

Forthcoming Releases Sent on Release Day
SAE for Software/Hardware List

UNLISTED PRODUCT

NEW/OLD SOFTWARE
DEDUCT 20% From RRP
HARDWARE: DEDUCT 10%

CUT PRICE SOFTWARE

SPECTRUM	RRP	OUR	COMMODORE 64/128 OUR	PRICE	ATARI ST	CASS	DISK
Elite	14.95	7.50	Jack Nipp II	7.25	11.95	Triv Pursuit	19.95
Stars On 128	9.95	6.95	Freeze Frame 3	Cart	35.95	Sentinal	19.95
Superstar Soc	7.95	5.50	Rygar	7.25	11.95	Knight Orc	24.95
Gauntlet II	8.95	6.50	Epyx Epics	7.25	11.95	Gauntlet 1 or 2	19.95
Trantor	8.99	6.50	Triv of the Rovers	7.25	11.95	Alt World Game	19.95
Triaxos	8.99	6.50	Out Run	7.25	11.95	Barbarian	24.95
Paperboy	7.95	5.50	Battle Ships	7.25	11.95	Infiltrator II	24.95
Knight Orc	14.95	11.95	Expert Cart	N/A	28.95	Int. Karate II	24.95
Live Ammo	9.95	6.95	Flying Shark	6.50	10.95	Terrorpods	24.95
Wizball	7.95	5.50	Destroyer	N/A	11.95	Guild Thieves	24.95
Renegade	7.95	5.50	Stealth Fighter	11.95	11.95	Knight Orc	10.95
Saboteur 2	7.95	5.75	Mega-Apocalypse	6.50	11.95	Death Wish 3	11.95
Alt World Games	7.95	5.50	Road Runner	7.25	11.95	Tai-Pan	11.95
Road Runner	8.99	6.50	Triv Pursuit	11.95	11.95	Defender Crown	29.95
Triv Pursuit	14.95	11.95	Durrell's Big 4	6.95	11.95	TNT	19.95
Flying Shark	7.95	5.50	Star Games II	7.25	11.95	Alt. W. Games	19.99
Hit 61 or 2	9.95	7.25	Gauntlet 1 or 2	7.25	11.95	Blood Valley	19.99
California Game	8.99	6.50	Ac 2	7.25	11.95	Silence	24.95
Game, Set, Match ...	12.95	8.50	Wizz Ball	6.50	10.95	Guild Thieves	24.95
Enduro Racer	9.95	7.25	Defender of Crown	N/A	11.95	Karate Kid II	24.95
Jack Nipp II	7.99	5.50	Terrorpods	24.95	11.95	Mean 18	29.99
Gryzor	7.95	5.50	Triv Pursuit	11.95	11.95	Terrorpods	24.95
Ace2 48K or 128K	8.95	6.50	Barbarian	24.95	11.95	Superman	19.95
Space Harrier	7.95	5.50	Star Games II	24.95	11.95	Superman	19.95
Five Star 2 ...	9.95	7.25	Gauntlet 1 or 2	7.25	11.95	Thundercats	11.95
Bubble Bobble	7.95	5.50	W.C. Leaderboard	7.25	11.95	Victory Road	11.95
Game, Set, Match ...	12.95	8.50	Pirates	11.95	11.95	W.C. Leaderboard	11.95
Zynaps	7.95	5.50	Trantor	7.25	11.95	Wizard Warz	11.95
Uridium	8.95	6.50	Graphic Ad Creator	17.00	22.00	Wizball	11.95
P.A.W.	22.95	17.95	Renegade	6.75	11.95		
Survivor	8.99	6.50	Elite	7.50	11.95		
Barbarian	9.95	7.25	W.C. Leaderboard	7.25	11.95		
Stealth Fighter	7.95	5.50	Pirates	11.95	15.95		
Living Daylight	9.95	7.25	Hardball	24.95	11.95		
Bismark	9.95	7.25	AMSTRAD TOP 10	CASS	DISK		
Exolon	9.95	7.25	Hit 61 or 2	7.25	11.95		
Out Run	9.95	7.25	California Games	7.25	11.95		
Big 4 or 2 ...	9.95	6.95	Minif Office 2 ...	11.95	14.95		
Head O Heels	7.25	5.50	Exolon	6.95	11.95		
Jack Nipper + Bubble Bobble		£10.00 each	Zynaps	6.95	11.95		

Post & Packing Inc. Overseas Orders please add £1 per tape Cheques/post orders (Sterling only please). Made payable to:

Cut Price Software

Unit 6, Stort House, Riverway, Harlow, Essex CM20 2DW
24 HOUR ANSWER PHONE (0279) 24433 OR (0279) 31956

(SEGA GAMES MACHINE NOW AVAILABLE
ONLY £99.95 PLUS FREE NEXT DAY DELIVERY UK.
PLUS FREE GAME, FULL RANGE OF SOFTWARE + LIST AVAILABLE)

FREEPOST (No Stamp In UK)

SEDGLEY, DUDLEY

WEST MIDLANDS DY3 3QY

Tel: 0902-880971

ANY

PHONE/WRITE

PROMPT

DESPATCH

CHEQUE P.O. & DRAFT TO: HOLMESOFT.

C.O.D. SERVICE (- £3 In Advance)

UK P&P INCL. (Add 50p for Rec Delivery)

EUROPE ADD 50p PER ITEM,

ELSEWHERE add 75p per item

ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE

AMSTRAD

OUR PRICE

ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE

AMSTRAD

OUR PRICE

ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE

AMSTRAD

OUR PRICE

ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE

AMSTRAD

OUR PRICE

ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE

AMSTRAD

OUR PRICE

ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE

AMSTRAD

OUR PRICE

ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE

AMSTRAD

OUR PRICE

ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE

AMSTRAD

OUR PRICE

ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE

AMSTRAD

OUR PRICE

ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE

AMSTRAD

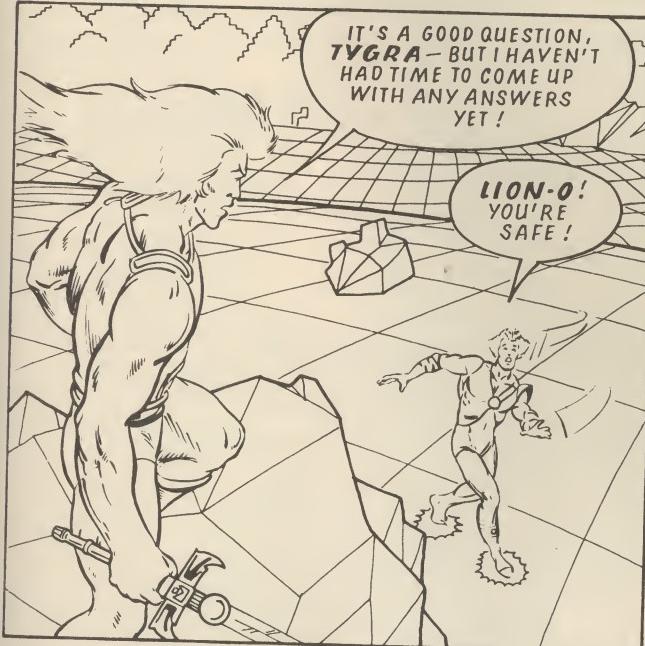
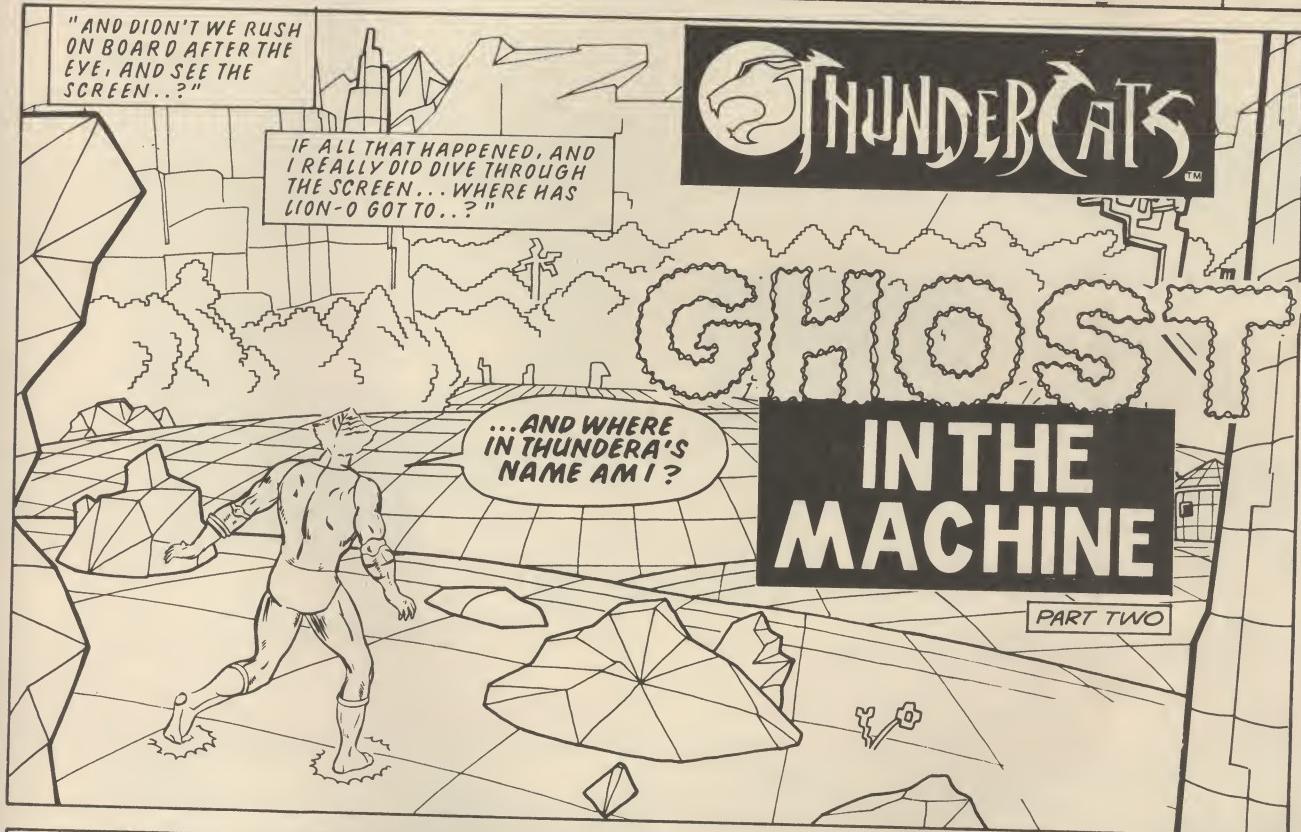
OUR PRICE

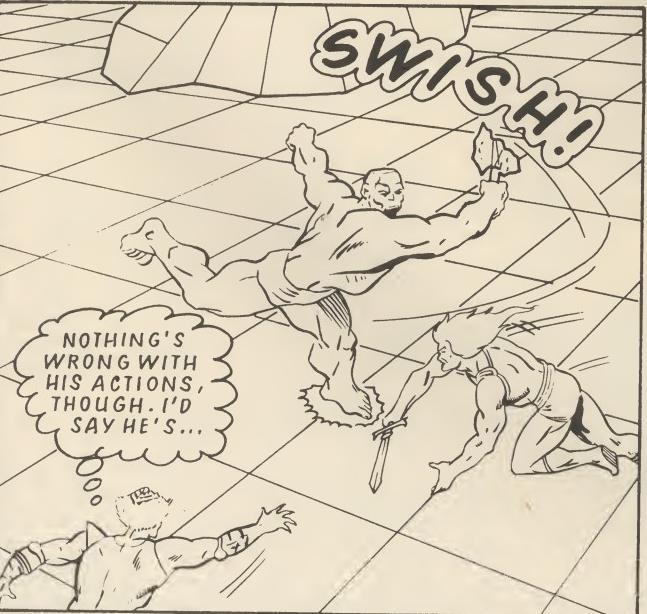
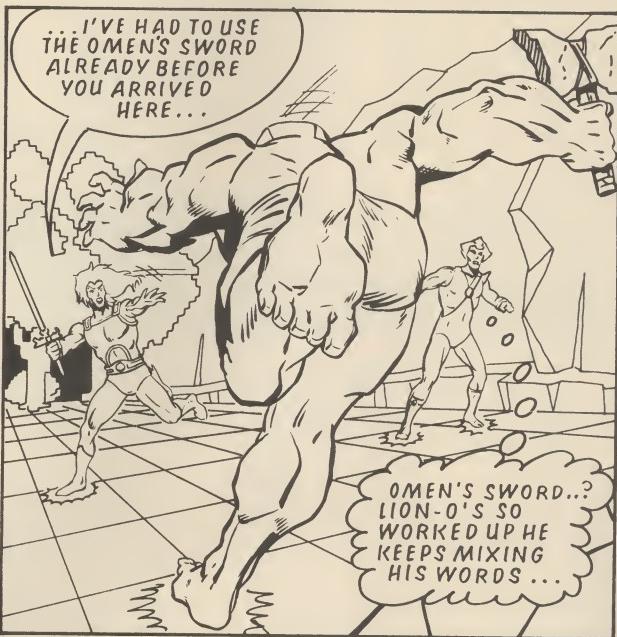
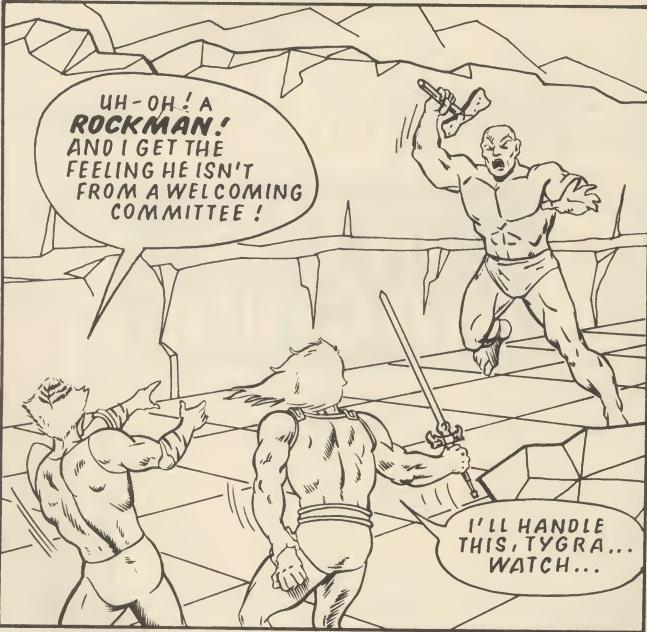
ATARI ST

OUR PRICE

COMMODORE 64

OUR PRICE





CO
ATA

KNIGHT GAMES 2 SPACE TRILOGY

KNIGHT GAMES
SPACE TRILOGY

COMMODORE
64/128

ENGLISH

SOFTWARE™

CBM 64



CASSETTE
£9.95

DISK
£12.95



LEVIATHAN

LEVIATHAN
COMMODORE AMIGA 512K

COMMODORE AMIGA 512K

£19.95

ATARI ST £14.95



COMMODORE AMIGA 512K

£19.95

ATARI ST £14.95

Q-BALL



COMMODORE AMIGA 512K

£19.95



COMMODORE AMIGA 512K
£19.95

"I advise all game starved Amiga owners to buy this, the most original and challenging piece of software on their machine."

COMMODORE USER SCREENSTAR.

ENGLISH
SOFTWARE™

ENGLISH SOFTWARE, 1 NORTH PARADE, PARSONAGE GARDENS, MANCHESTER M3 2NH.
TEL: 061-835 1358

A DOZEN GOOD REASONS WHY

1 C64 CONNOISSEUR PACK

C64C, C2N, MOUSE AND CHEESE (PAINT/ART SOFTWARE), CLUEDO, MONOPOLY, SCRABBLE, CHESS, RENAISSANCE, TYPING TUTOR, PLUS 2 JOYSTICKS, 5 BOOKS, 10 BLANK DATA CASSETTES AND 10 PIECES OF EXTRA SOFTWARE.

£189.99.



2 128 COMPENDIUM PACK

COMMODORE 128, C2N, MUSIC MAKER, INTERNATIONAL SOCCER, JACK ATTACK, SPIRIT OF THE STONES, PLUS 2 JOYSTICKS AND ITB 1 AND 2.

£220.00.



3 PLUS 4 PRESENTATION PACK

PLUS 4, C2N DATASSETTE, 10 CASSETTE GAMES, 3 CARTRIDGE GAMES, SCRIPT PLUS WORDPROCESSOR, BUILT IN SPREADSHEET AND DATABASE, PLUS JOYSTICK.

£79.95.



4 COMPLETE MUSIC PACK

C64C COMPUTER, C2N DATASSETTE, 5 OCTAVE KEYBOARD, SOUND STUDIO CASSETTE, SOUND EXPANDER CASSETTE, PLUS 3 PLAYALONG ALBUM CASSETTES. A PROFESSIONAL SYNTHESISER IN YOUR OWN HOME.

£215.00



5 MUSIC EXPANSION SYSTEM

FOR USE WITH C64, C64C, C128. INCLUDES 5 OCTAVE KEYBOARD, SOUND STUDIO CASSETTE, SOUND EXPANDER CASSETTE, 3 PLAYALONG ALBUMS CASSETTE OR DISC. PLAYALONG ALBUMS AVAILABLE SEPARATELY AT £5.99 EACH

£75.00.



6 SEIKOSHA PRINTER

COMPATIBLE WITH MOST MAKES OF COMMODORE COMPUTERS. FEATURES VARIETY OF FONTS INCLUDING GRAPHICS AND NEAR LETTER QUALITY, REVERSE PRINTING, ITALICS, TRACTOR FEED AND PAPER SEPARATOR. COMES COMPLETE WITH SERIAL CABLE AND FREE EASY SCRIPT WORD PROCESSOR PACKAGE.

£169.99.



7 COMMODORE 64C AND C2N DATASSETTE

(DATASETTES ARE AVAILABLE SEPARATELY FOR ONLY £27.99)

£149.99.



8 COMMODORE 1901 COLOUR MONITOR

COMPATIBLE WITH MOST COMMODORE HOME COMPUTERS. HIGH QUALITY RESOLUTION AND SOUND. RGB AND PAL SWITCH.

ALLOWS FOR 80 COLUMN MODE.

£275.00.

AMIGA

ST

AMG PHALINX
AMG-ST

AMG JUMP JET
AMG-ST

BATTLE THROUGH TIME
AMG-ST

AMG ANCO

AMG LAS VEGAS
Commodore AMIGA
AMG-ST

AMG DEMOLITION
AMG-ST

AMG ANCO

AMG CRUNCHER FACTORY
AMG-ST

AMG BMX
Commodore AMIGA
AMG-ST

AMG KARTING GRAND PRIX
Commodore AMIGA
AMG-ST

AMG SPACE BATTLE
AMG-ST

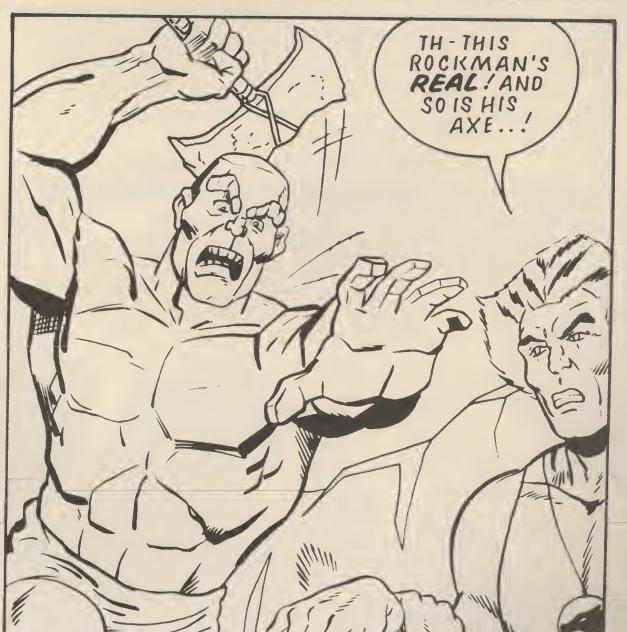
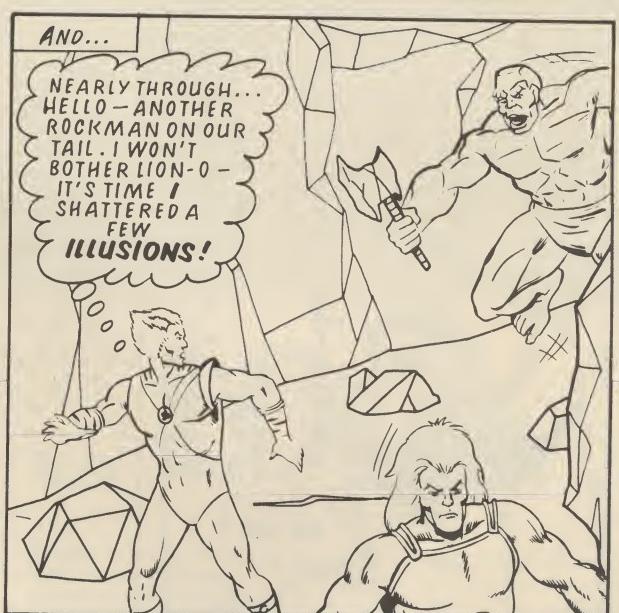
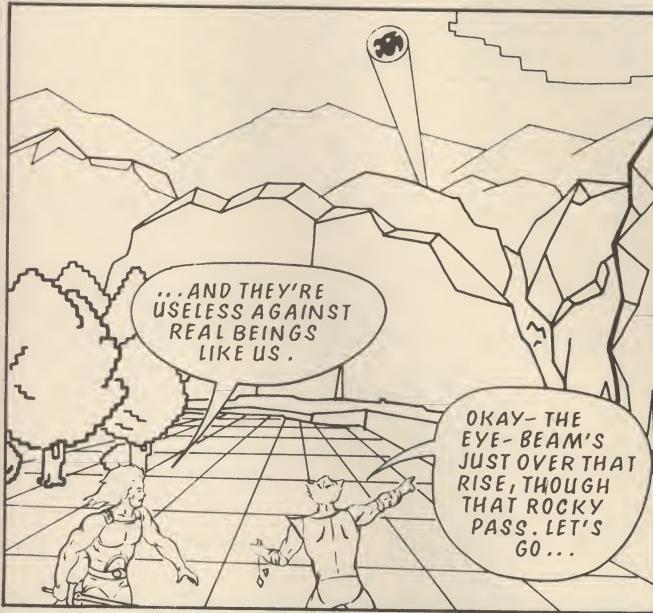
AMG CHALLENGER
AMG-ST

ANCO MAGIC

SILVER EDITION £9.95

GOLD EDITION £14.95

ANCO SOFTWARE LTD, 35 WEST HILL, DARTFORD, KENT DA1 2EL. TEL: 0322 92513 FAX NO: 0322 93422.
MAIL ORDER HOT LINE: 0322 522631 PAYMENT BY CHEQUE P.O., VISA OR ACCESS





NEXT: CHOICES!



SPECTRUM	COMMODORE 64	COMMODORE AMIGA
Indiana Jones.....6.00	Gary Lineker's S/Soccer D3 6.65	Brian Clough's Football16.95
Gryzor.....6.00	Alt. World Games D3.....6.65	Challenger.....6.65
Through the Trap Door.....6.00	Compendium D3.....6.65	Cruncher Factory.....6.65
Freddy Harvest.....5.35	Blood Valley D3.....6.65	Dr. Fruit.....6.65
Bubble Bobble.....5.35	Rygar D3.....6.65	Final Trip.....6.65
Football Director.....6.00	Live Ammo D3.....6.65	Goldrunner.....6.65
Durrell Spectrum 4.....5.35	Morpheus D2.....6.00	Gunship.....6.65
Big 4 Vd 2.....6.65	Nebulus D2.....6.00	Knight Orc.....13.45
Gunship.....6.65	Druid 2 D2.....6.00	Norrie & Burt.....16.95
Renegade.....5.35	Int. Karate Plus D3.....6.65	Ogre.....16.95
Ace 2 (48K).....6.00	Game Set & Match D4.....8.65	Phantasia 3.....16.95
Ace 2 (128K).....6.65	Shoot em up Con. Set D5 9.95	Plundered Heart.....16.95
Ikar Warriors.....5.35	Yogi Bear D3.....6.65	Sky Fighter.....16.95
Last Ninja.....6.65	Through the Trap Door D3 6.00	Space Quest.....16.95
Slaine.....6.00	Roy of the Rovers D3.....6.65	Super Huy.....13.45
Meanstreak.....5.35	Judge Death D3.....6.65	Terrapods.....16.95
Trantor.....6.00	Barbarian.....6.65	Vador.....6.65
Driller.....9.95	Demolition.....6.65	Barbarian.....16.95
Rygar.....6.00	Gunboat D3.....6.00	

Micro ★ Magic software by mail

Sidewize	5.35	Galactic Games D3.....6.65	Faery Tale	33.95
September	5.35	Renegade D2.....6.00	Kampfgruppe	19.95
Wizard Warz.....6.00		Super Hang On D3.....6.65	Karate Kid 2.....16.95	
Supersprint.....6.65		Mean Streak D2	Phalanx.....6.65	
Red Led.....6.00		Ramparts D1.....6.65	Roadwar 2000.....16.95	
Victory Road.....5.35		Captain America D1.....6.65	Space Battle.....6.65	
Wizzball.....5.35		Red L.E.D. D2.....6.65	Silent Service.....16.95	
Moonstrike.....5.35		Sidewize D2.....6.00	SDI.....19.95	
Hysteria.....5.35		September D3.....6.65	Starglider.....16.95	
Roy of the Rovers.....6.65		Street Sport Basketball D3 6.65	California Games	16.95
Judge Death.....6.65		Street Sport Basketball D3 6.65		
Gunboat	6.00	Wizard Warz D1.....6.65		
Yogi Bear	6.65	F15 Strike Eagle D3.....6.65		
Mercenary	6.65	Pirates D5.....9.95		
Elite 6 Pack Vol 2.....6.65		Airborne Ranger D5.....9.95		
California Games	6.00	Project Stealth Fighter D5		
Bangkok Knights	6.65	Kids Play		
Street Sport Basketball	6.65	720 degrees D1.....6.65		
Gary Lineker Super Soccer	5.35	Quedex D3.....6.65		
Alternative World Games	5.35	Eye D3		
Compendium.....5.35		Victory Road D2		
Live Ammo	6.65	Gauntlet 2 D1.....6.65		
Nebulus	5.35	Hysteria D2		
Druid 2	5.35	Trantor D1		
Galactic Games	8.65	Indiana Jones D3		
Super Hang On	6.65	Bangkok Knights D3		
Ramparts	6.00	Supersprint D3		
Captain America	6.00	Football Director		
720 degrees	6.00	Ace 2 D3		
Eye	6.65	Evening Star D2		
Gauntlet 2	6.00	Bubble Bobble		
F15 Strike Eagle	6.65	B24 D5		
Battle of Guadalcanal	6.65	Elite 6 Pack Vol 2 D3		
Star Games 2	6.65	Gunship D5		
Stifflip & Co	6.65	California Games D1		

Mail order only. Disc prices D1=8.25 D2=8.75 D3=9.95 D4=11.95 D5=13.45
Cheques and postal orders to MICRO MAGIC, Sutton Place, 49 Stoney Street, Nottingham, NG1 1LX

MEGASAVE FANTASTIC SAVINGS

SPECTRUM	Game Set & Match	10.95	Starship D1	7.95	
Gnome Ranger	7.95	Druid II	5.95	Buggy Boy D1	7.95
J. Archer's Not A Penny		Gauntlet II	6.95	Thunderscats D1	7.95
More	12.95	Ikar Warriors	5.95	Jackal D1	6.95
Starwars	7.95	Last Ninja	7.95	Roy of Rovers D1	7.95
Gary Lineker's S. Soccer	5.95	Tai-Pan	5.95	Gauntlet II D3	7.95
Alter. World Games	5.95	Renegade	5.95	Sidearms D3	7.95
Slaine	6.95	Wild Class L'Board	7.95	720° D3	7.95
Compendium (Gremlin)	5.95	Indiana Jones	6.95	Solid Gold D1	7.95
Defektor	5.95	Mask II	5.95	Outrun D3	7.95
Basic Detective	5.95	Super Sprint	7.95	Bravestarr D3	7.95
Tour De France	5.95	Jack Nipper II	5.95	Captain America D3	7.95
Werewolves of London	7.95	Judge Death	7.95	Lazer Tag D3	7.95
Peagaus Bridge	10.95	Gryzor	5.95	Platoon	6.95
Sorcer's Lord	10.95	Mean Streak	5.95	Combat School	6.95
Rampage	7.95	Yogi Bear	7.95	Rastan	6.95
In. Karate +	7.95	California Games	5.95	Psycho Soldier	6.95
Airborne Ranger	7.95	Adv. Tactical Fighter	7.95	Victory Road D3	6.95
Stealth Fighter	7.95	The Double	8.95	Driller	12.95
Bobsleigh	7.95	Bubble Bobble	5.95	Hysteria	6.95
Action Force	7.95	Trantor	6.95	Freddy Hardest	6.95
Scruples D1	7.95	Moon Strike	5.95	Executor	6.95
Starship	7.95	Be A Complete B.	5.95	Gryzar	6.95
Buggy Boy D1	5.95	Guadal Canal	7.95	Game Set & Match D5	10.95
Thundercats D1	5.95	6 Hit Pack Volume II	5.95	Firezone D5	10.95
Jackal	5.95	Bangkok Knights	5.95	Tobruk D1	7.95
Roy of Rovers	7.95	Commodore 64	7.95	Diplomacy D1	10.95
Trap Door II	6.95	Gnome Ranger	7.95	Track & Field D1	6.95
Gunboat	6.95	J. Archer Not A Penny More		Shoot 'Em Up Con. Set D4 12.95	
Sidearms	6.95	D4	12.95	Subbattle D1	7.95
720°	6.95	Starwars D1	7.95	Apache Gunship D4	12.95
Solid Gold D1	7.95	Gary Lineker S. Soccer D1 7.95		Apache Gunship D4	12.95
Outrun	6.95	Alt. World Games D1	7.95	Basil D3	7.95
Bravestarr	6.95	Slaine D1	7.95	Colonial Quest DK Only	17.50
Captain America	6.95	Compendium D1	7.95	World Cis. L'Board D1	7.95
Wizard Warz	6.95	Defektor D1	7.95	Pirates D4	12.95
Lazer Tag	6.95	Basil Detective D1	7.95	Defender of Crown DK	12.95
Platoon	5.95	Tour De France D1	7.95	only	12.95
Combat School	5.95	Werewolves London D1	7.95	Street Basketball D1	7.95
Rastan	5.95	Pegasus Bridge D5	10.95	Street Baseball D1	7.95
Psycho Soldier	5.95	Victory Road	5.95	Bangkok Knight D1	7.95
Victory Road	5.95	Rampage D1	7.95	6 Hit Pack Volume II D1	7.95
Madballs	5.95	Int. Karate + D1	7.95	Indiana Jones D1	7.95
Phantasia	5.95	Airborne Ranger D4	12.95	B24 D1	7.95
Driller	12.95	Stealth Fighter D4	12.95	Guadal Canal D1	7.95
Hysteria	5.95	Bobsleigh D1	7.95	Judge Death	6.95
Freddy Hardest	5.95	Adv. Tactical Fighter D1	6.95	California Games D1	7.95
Rygar	6.95	Action Force	7.95	Super Sprint D1	7.95
Executor	5.95	Be A Complete B.	7.95	Renegade D3	6.95
Apache Gunship	7.95	Scruples D1	10.95		

Postage included UK. Please state which micro. Fast service.

Send cheque/PO to: MEGASAVE, Dept CVG, 49H Sutherland Street, Victoria, London SW1 V4JX

MAIL ORDER ONLY: Send for FREE list Amstrad, C16, MSX, Atari ST Commodore, Spectrum. D=Disks Available: D1 at £12.95, D3 at £10.95, D4 at £17.50, D5 at £15.95

Of course it's only a game,
Prime Minister. But in all probability we can hardly say so!



YES PRIME MINISTER

You're the Rt. Hon. James Hacker MP, Prime Minister. You have the world at your feet, the future ahead of you, and Sir Humphrey and Bernard behind you. Can you carry the Party, the Electorate, the Can and the Day?

Maybe. But for five days ...?

Britain's premier computer game!

Program by Oxford Digital Enterprises.
Spectrum, Commodore, Amstrad and BBC
Cassette £14.95 Disk £19.95.
IBM PC and compatibles, Amstrad PCW £24.95.
Available from W.H. Smiths, Boots and other leading stockists

 Mosaic Publishing Ltd,
Gorley Firs, South Gorley, Hants SP6 2PS Tel: 0425 57077

400/806

LOOK

NOW

ST

XL/XE

ATARI OWNERS

Are you having difficulty finding suitable software. If so, then look no further. We have available for both hire and purchase one of the largest selections of both UK and American titles to choose from. Games and Utilities for all ages. Hardware and add-on utilities at discount prices and special deals regularly being offered. If you would like further information please send a large s.a.e. to:-

CHARNWOOD PRODUCTS AND GAMES
30A Warwick Avenue, Quorn, Leicestershire LE12 8HD
Tel: 0509 412604



© MIRRORSOFT 1987

What ARE they playing?

OFFICIAL COMMODORE DEALERS

AMIGA SPECIALS

Barbarian (Palace)	£11.50
Defender of the Crown	£22.00
Flight Simulator II	£35.00
Faery Tale Adventure	£37.00
Impact	£11.50
Arbzales Tombs	£28.00
Barbarian (Psygnosis)	£20.00
Deja Vu	£24.00
Digipaint	£52.00
Aegus Sonics	£69.00
Guild of Thieves	£20.00
Hollywood Poker	£15.00
Uninvited	£24.00
Pluto's	£11.50
Portal	£28.00
Pawn	£20.00
Silent Service	£20.00
Starglider	£20.00
Mouse Trap	£12.00



AMIGA 500

• STRAIGHT	£450.00
A500 + Deluxe Paint	
• SPECIAL	£474.00
A500 + Modulator + Textcraft Word Processor or Goldrunner + Deluxe Paint	
• MEGA	£575.00
A500 + 1Mb Upgrade + Modulator + Text Craft Wordprocessor or Goldrunner + Deluxe Paint	
• JUMBO	£747.00
A500 + Monitor + Textcraft Word Processor or Goldrunner + Deluxe Paint	
• MEGA JUMBO	£848.00
A500 + 1Mb Upgrade + Monitor + Text Craft word processor or Goldrunner	
1Mb upgrade	£99.00
1081 Monitor	£299.00



- ALL PRICES INCLUDE VAT
- TELEPHONE ORDERS ON 549 3028
- CALLERS WELCOME AT SHOP

- ITEMS DESPATCHED WITHIN 10 DAYS (but please allow 10 days for delivery)
- PLEASE ADD 50p P+P
- PLEASE MAKE CHEQUES PAYABLE TO SYSTEMS ARCHITECTS



Systems Architects, (C+VG), Syndicate Store, 6-9 Market Place, Kingston Upon Thames, Surrey KT1 4BR Tel: 549 3028 (24 hr ansaphone)

ATARI ST SPECIALS

Barbarian (Palace)	£11.50
Defender of the Crown	£22.00
Flight Simulator II	£35.00
Impact	£11.50
Barbarian (Psygnosis)	£22.00
Colonial Conquest	£25.00
Guild of Thieves	£20.00
Hollywood Poker	£15.00
Leaderboard	£20.00
Pluto's	£11.50
Portal	£28.00
Pawn	£20.00
Silent Service	£20.00
Star Glider	£20.00
Mouse Trap	£12.00
Cumana IBM Disk Drive	£139.95
Atari 520 STFM	£275
Atari 1040 ST	£459
Atari 1040 ST+SM 125 Mono Monitor	£559

YOUR MICRO DESERVES THE BEST

When your home or business micro costs several hundreds of pounds, it deserves the finest repair facilities in Europe. And the finest prices – £5 off trade rates for a limited period only.

★ How? At Verran we use our own range of advanced automatic test equipment (now sold worldwide), backed by stringent 2-8 hours soak-rack testing. That means speed, ultra-low prices and, most important, guaranteed reliability. For the first three months we'll repair any fault free. For the next three, at half these quoted prices. ★ It's the finest service available.

EUROPE'S LEADING COMPUTER REPAIR CENTRE

AND UNBEATABLE DISCOUNTS ON ALL COMPONENTS

SPECTRUM SPARES

Z80 CPU	2.50
ULA 6C001	7.00
Power Supply	6.50
ROM	7.00
4116 RAMS	.75
ZTX 650	.40
ZTX 213	.40
Keyboard Membrane	
Spectrum	3.00
Spectrum Plus	8.00
QL	9.00
Metal Templates	3.00

COMMODORE SPARES

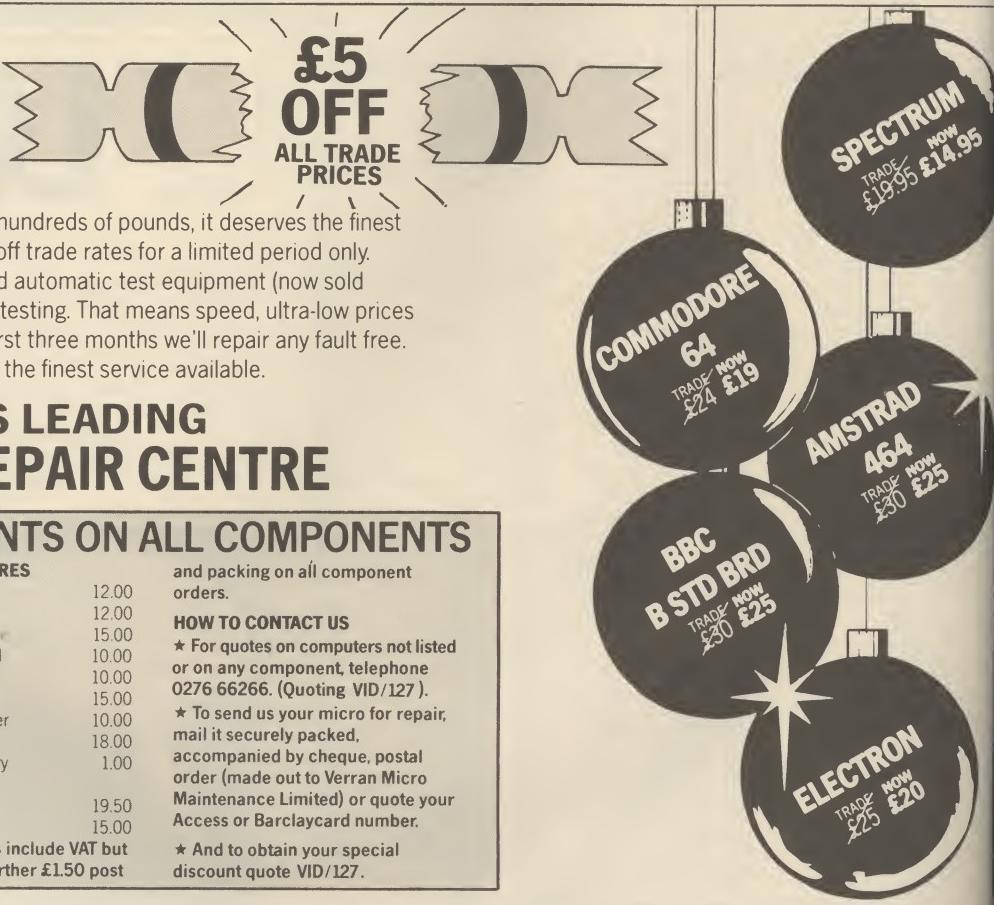
6510 Processor	12.00
6525 CIA	12.00
6581 Sid Chip	15.00
901225 Graphic ROM	10.00
901226 Basic ROM	10.00
901227 Kernal ROM	15.00
906114 House Keeper	10.00
6569 - VIC	18.00
4164 RAMS - Memory Power Supplies	1.00
C64	19.50
C16	15.00

All the above prices include VAT but please enclose a further £1.50 post

and packing on all component orders.

HOW TO CONTACT US

- ★ For quotes on computers not listed or on any component, telephone 0276 66266. (Quoting VID/127).
- ★ To send us your micro for repair, mail it securely packed, accompanied by cheque, postal order (made out to Verran Micro Maintenance Limited) or quote your Access or Barclaycard number.
- ★ And to obtain your special discount quote VID/127.



Verran Micro-Maintenance Limited, Unit 2H & 2J, Albany Park, Frimley Road, Camberley, Surrey GU15 2PL. Telephone 0276 66266.

Recommended and Approved by
AMSTRAD ACORN SINCLAIR COMMODORE

Merry Christmas from all of us at **Verran**

IN THE LAND OF THE BLIND THE ONE EYE'D MAN IS KING

“More challenging and complex than Chess”

(Lee Rodwell – The Times, September 1987)



Actual Atari ST screen shots



Graphics vary according to format

Spectrum £9.95

Commodore 64/128 £9.95 (£14.95 Disk)

Atari ST £14.95

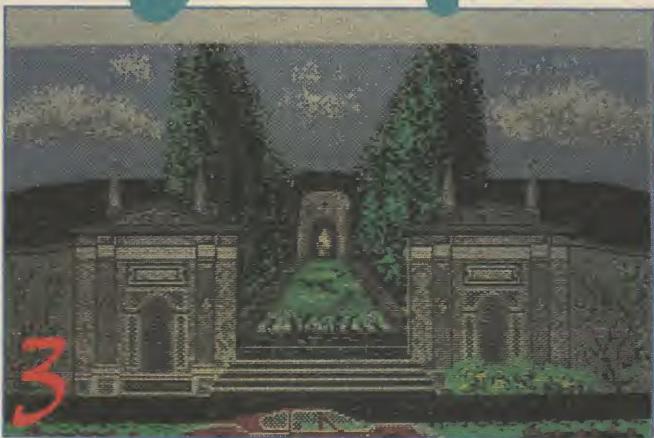
Amstrad £9.95 (£14.95 Disk)



PUBLISHED BY ENDURANCE GAMES UNDER LICENCE FROM FINGER PRODUCTS LTD.
ENDURANCE GAMES, UNIT 1, BAIRD ROAD, ENFIELD, MIDDLESEX. 01-804 8100. TLX 295944.
ENDURANCE GAMES IS A DIVISION OF PRISM LEISURE CORP PLC.



Frame Up!



Welcome to the part of C+VG where we get to the art of the matter. Your screen gems revealed in all their glory for all to admire. And remember the top pics we print get a stupendous prize from **Rainbird Software** in the shape of their **Advanced Art Studio**! This ish we kick off with ST Art from **P. Morley** of High Wycombe, who sent us the stunning skull (1) and the B-a-a-d looking troll (2). He's the winner of our ST prize this month. More ST art from **Mike Watson** of Forres, Scotland who produced the nice picture of his new car (3) and a Stifflip loading screen (4). On to the 64 with this pin-up of *Miami Vice* favourites Sonny and Tubbs from **Rob Jackson** of Sudbury in Suffolk — our Commodore Art Studio winner (5). Overseas readers flood C+VG's offices with neat pics — and **Klaus Adamovsky** from Germany is one of them. He sent us a disc containing the lovely **Melissa R** (6). Films are Spectrum winner **Francis Lee**'s passion going by these screens he sent us, a moody **Jimmy Dean**, (7), and a classy **Diva** poster (8). Finally more 64 pics from the mean team by **Mad and Josh** from Christchurch, Dorset. They sent us a whole bunch of neat pics but despite threats we picked the Dream Machine (9). If you are a master of the computer arts then send your masterpieces to **Frame Up, Computer and Video Games**, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. We're waiting for them!





SPECIAL OFFER
Free Watch With
Every Joystick

SHOOT A PATH TO THE STARS

£12.95

Phasor One



Reg des. Pat pending

Zap the opposition with the Phasor One Joystick.
Microswitch mechanism gives swift response making play fast and accurate.
With a two year guarantee, the Phasor One is Number One for winners.

- Pistol grip design for all ages.
- Left or right hand—it is as effective in either.
- Longlife micro switches give precision control.
- Hardwearing steel shaft and ball bearing pivot.
- Ultra sensitive control level for faster responses.

- 2 years unconditional guarantee for normal use.
- Extra long cable for additional mobility.

Any problems in obtaining your "Phasor One" joysticks you can contact us at:

Britannia

Britannia Software Limited
Cardiff Workshops, Lewis Road
Cardiff CF1 5EB
Telephone: 0222 481135



Trade enquiries welcome

MAIL-SOFT

***** SIMPLY THE CHEAPEST MAIL ORDER COMPANY *****

**** SPECTRUM ****	**** SPECTRUM ****	**** SEGA SYSTEM ****	**** COMMODORE 64 ****	**** COMMODORE 64 ****	**** AMSTRAD ****
GAUNTLET II	6.50	EXPLODING FIST II	6.50	SEGA MASTER SYSTEM	96.95
OUT RUN	6.99	LIGHT Phaser + CART	6.99	DRUID II — D1	6.40
ORUD II	5.40	3-D GLASSES	43.95	OUT RUN — D2	6.99
ALT WORLD GAMES	5.50	CONTROL STICK	38.95	FLASH POINT — D1	6.50
BUBBLE BOBBLE	5.40	MY HERO	13.95	FLAME BOBBLE — D1	6.40
SPY V SPY II	5.40	SORCERER LORD	13.95	ENCOUNTER — D2	6.99
CONFFLICT 1	9.99	ACE II	13.95	ELITE — C	10.95
MASK II	5.73	PHANTYS	13.95	SORCERER ROD — 04	9.95
COMBAT SCHOOL	5.40	LINEKERS FOOTBALL	13.95	STEDDY FIGHTER — 04	10.95
FLASH POINT	5.50	PSYCHO SOLDIER	13.95	FREDDY HARDEST	6.50
SUPER SPRINT	6.99	ACE II	13.95	A'BORNE RANGER — 04	10.95
TANK	5.50	128K	6.60	OUT RUN — 02	6.99
GRYZOR	5.50	RASTAN	6.99	MAD BALLS — 01	6.99
RYGAR	5.50	VICTORY ROAD	5.50	SIDE WIZE — D1	6.40
BLOOD VALLEY	5.50	THUNDER CATS	5.50	FINAL FRONTIER — 04	9.95
ELITE	7.95	WORLD SOCCER	13.95	FORREST AMERICA — 04	9.95
THEATRE EUROPE	4.99	ORILLER	13.95	BUBBLE BOBBLE — 01	6.40
MAD BALLS	5.50	OURELL 4 VOL II	6.99	KNIGHTMARE — 02	6.99
BATTLE OF BRITAIN	4.95	THUNDER CATS	6.99	PHANTOM	74.95
GAME SET + MATCH	9.90	720	6.50	ACTION REPLAY MK. III	28.99
PEGASUS BRIDGE	9.99	CHOPPLITER	18.95	FREEZE MACHINE	27.95
WORLD GAMES	6.50	ANIMALS OF ROME	9.99	TAH-PAN	6.30
FREDDY HARDEST	5.50	BUGGIE BOY	9.99	SLIMLINE KEYBOARD	18.95
JACKEL	5.50	SUPER TENNIS	13.95	EXPERT+ESM CART	27.99
SCALEXTRIX	5.50	F-16 FIGHTER	13.95	C2N DATA RECORDER	28.95
BANGKOK KNIGHTS	6.99	MISSILE DEFENCE — 3-O..	23.95	NEOS MOUSE+CHEESE	28.95
ROY OF THE ROVERS	6.99	COMBAT SCHOOL — 01	13.95	DOLPHIN DOS	65.95
BRAVE STARR	6.99	JACK NIPPER II — 02	13.95	KNIGHT O.R.C. — DISK	14.95
RAMPARTS	6.50	OUTRUN	5.40	KNIGHT O.R.C. — 04	9.95
SLAINE	6.50	ZAXXON 3-0	23.95	JEWELS O'NESS — 04	9.95
SEPTEMBER	6.99	CHOPPLITER	18.95	SILICON DREAMS — 04	9.95
PRESIDENT	2.99	FANTASY ZONE	18.95	THE PAWN — DISK	13.95
'LAST NINJA'	6.99	LAST NINJA	18.95	MINI OFFICE II — D4	10.95
ANIMATOR 1	6.99	QUARTET	18.95	GAUNTLET II — D2	6.99
ENOURO RACER	6.99	ZILLION	18.95	10 BLANK DISKS	24.95
FOOTBALL DIRECTOR	6.50	ENDURO RACER	18.95	MULTIFACE II	44.95
PLUS 2 DUST COVER	4.50	WORLD GRAND PRIX	18.95	DRILLER — D2	6.99
ARTIST 11	10.95	SECRET COMMAND	18.95	ROY OF ROVERS — 02	6.99
AOV ART STUDIO	17.95	ASTRO WARRIOR	18.95	RAVESTAR — D2	6.99
LIVE AMMO	6.99	SHOOTING GALLERY	18.95	SLAINE — D2	6.99
RENAGADE	5.45	GANGSTER TOWN	18.95	STREET BASKETBALL — 02	6.99
GUNSHIP	7.25	10 x 3" DISKS	12.95	10 x 3.5" DISKS	19.95
SEGA	5.95	DELUXE SCRAPB — DSK	9.95	ATARI ST	
TAIL-PAN	5.45	MULTIFACE 128	43.95	RENAGADE	13.95
GNOME RANGER	6.99	RAMPRINT + RAMWRITE	29.99	TRANTOR	13.95
THE PAWN — 128K	9.95	DRUID — 02	6.99	BISMARCK — 02	14.95
ARTIST II — 128K	13.95	AUTODUEL — DISK	14.95	GAUNTLET II	14.95
S. STREET BASKETBALL	6.99	KNIGHT ORC — D2	9.95	TIME + MAGIK	13.95
FIRE TRAP	6.99	GUILD OF THIEVES — D..	14.95	SUPER SPRINT	13.95
CALIFORNIA GAMES	6.50	SUPER MARIO BROS	19.95	STARGLIDER	18.95
				DEFENDER OF CROWN	20.99
				RING WORLD — 02	6.99
				A.O.V. ART STUDIO	18.95
				FLYING SHARK	13.95
				JINXTER	18.95
				CARRIER COMMAND	18.95
				RAVESTAR — D2	6.99
				GUARD OF THIEVES	18.95
				DISK SPECIAL	18.95
				STAR TREK (A.V.C.)	18.75
				BUGGY BOY — D2	6.99
				JINXTER — DISK	14.95
				BUBBLE BOBBLE	12.95
				FOOTBALL MAN 2 — D2	6.99
				JSTICK EXT LEAD	5.95
				QUICK SHOT 11 TURBO	13.95
				QUICK SHOT 11	7.95

PRICES INCLUDE P - P IN UK, EUROPE ADD £1 PER TAPE, ELSEWHERE ADD £1.50.
ADD £5 FOR P - P FOR MACHINES (UK ONLY) CHO/PO PAYABLE TO MAILSOFT (C - VG)
PO BOX 589 LONDON N15 6JJ. ACCESS AND VISIT ORDERS WELCOME.

PLEASE SPECIFY COMPUTER TYPE IN YOUR ORDER.

PLEASE NOTE: * DENOTES NEW RELEASES WHICH WILL BE SENT TO YOU AS SOON AS THEY ARE RELEASED BY THE SOFTWARE HOUSES CONCERNED.

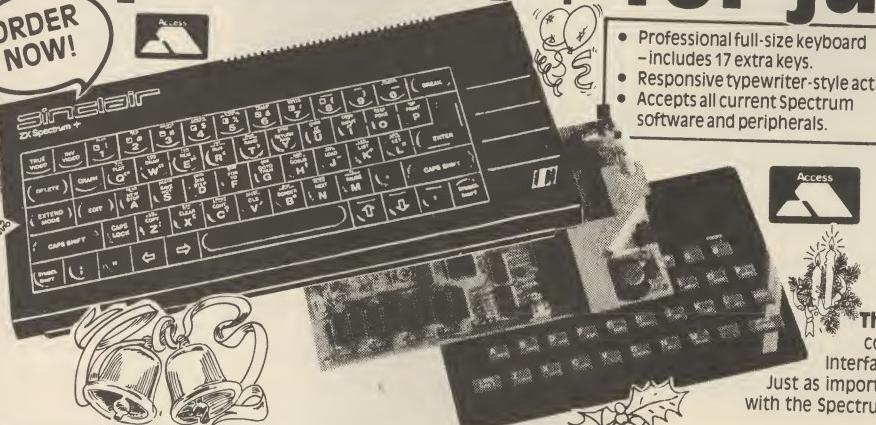
***** PRICE MATCHING *****
IF YOU SEE ANY SOFTWARE YOU WANT ADVERTISED CHEAPER THAN OUR PRICE IN THIS MAGAZINE,
JUST ENCLOSE THE LOWER AMOUNT TO US AND TELL US WHICH COMPANY IT IS AND WE WILL
MATCH THE PRICE - THIS ONLY APPLIES TO CURRENT TITLES AND NOT TO OTHER COMPANIES
SPECIAL OFFERS. IF YOU DO NOT SEE THE TAPE YOU WANT SIMPLY DEDUCT 30% OFF THE R.R.P.
AND WE WILL SEND IT TO YOU. (EXCEPT BUDGET, SEGA, NINTENDO, 2600 SOFTWARE.)

NOW AVAILABLE - the official Spectrum Upgrade!

Turn your Spectrum into a Spectrum + for just £24.95

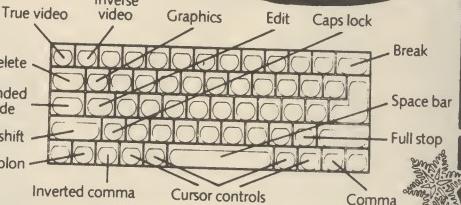
Makes a great Christmas present

ORDER NOW!



+ £1.50 p + p

ACCESS WELCOME



The official Spectrum Upgrade. Naturally your upgraded computer will accept all the peripherals in your Sinclair system-interface 1, Microdrives and so on - as well as all Spectrum software. Just as important, new Spectrum software and peripherals will be designed with the Spectrum + in mind. So the Sinclair upgrade adds stylish looks, new capabilities ... and new potential for the future.

HOW TO ORDER BY MAIL

- If you require us to do the upgrade for you please send £31.90 + £1.50 p + p. Total £33.40.
- Should you require the do-it-yourself kit just send £24.95 + £1.50 p + p. Total £26.45.
- If you require your Spectrum to be repaired and upgraded to a Spectrum Plus we have a special offer price of just £50.00 complete.

Orders can be placed by using your Access Card on the numbers below.



Videovault Ltd.
Upgrade Dept. 140 High Street West, Glossop, Derbyshire SK13 8HJ
Tel: 04574-66555/67761 Head Office & access orders.
Manchester 061-236 0376 while you wait repair centre only.

© Copyright Videovault Ltd. No. 789003

Here's some exciting news for Spectrum owners ...
the official Spectrum Upgrade Kit. The Upgrade has everything you need to turn your Spectrum into the stylish new Spectrum+. You don't even need an understanding of electronics, just the ability to solder a few wires together! The leaflet in the kit gives clear, step by step instructions. If you're not sure about doing it yourself, don't worry. Simply return your 48K Spectrum to us and for £31.90 + £1.50 p + p we'll upgrade it for you.

The bigger, better Spectrum keyboard

The Spectrum + measures 12½" x 6". It has a large typewriter-style keyboard, with hard, moulded keys. You'll find the new keyboard has a smooth, positive action - ideal for touch-typing, word processing, simulation programs, and extended programming sessions. Two retractable legs give a perfect typing position. There are 58 keys in all, including 17 new keys. Programmers will be pleased to see dedicated punctuation keys, a space bar, and separate shift keys for graphics and extended modes. And a reset button allows you to clear a program from your computer's memory without disconnecting the power supply.

The Big Screen

There are thrills-a-plenty as Ward R. Street hunts for his film of the month — and finally finds it in heaven!

Beware! Ward's weather forecast is for pelting rain and icy winds this month. Better shelter in a nice warm cinema then, with a thriller to startle you out of hibernation.

Remember all those heist movies that were so popular in the seventies, where some big star would plan a bank raid in minute detail and almost get away with it? You do! Boring weren't they?

BELLMAN AND TRUE is a heist movie too — but you won't fall asleep on this job! There's no raid on Fort Knox, just a bank outside Heathrow Airport. There are no big American names but Bernard (Yosser) Hill proves yet again what a brilliant actor he is. And superheroics and unlikely stunts are replaced with computers and electronic trickery for this is crime as business — crime for the eighties!

Hiller arrives at Paddington station with his young son, and from the moment he steps off the train he's a marked man. A systems operator for a bank, he promised a criminal syndicate details of a security system but failed to deliver. To force him to complete the job, they take the boy hostage. Slowly he's drawn into their plot, and when he becomes invaluable he's forced to accompany them on the raid.

So this ordinary, honest man is drawn deeper into a world which he hates, but from which he can't escape. Everyday scenery, from London to the Suffolk coast, becomes hostile as the story unfolds. And as the promise of wealth tempts him, Hiller tries to remain close to his son.

Bellman and True will hold you hostage because it's not just about an ingenious robbery, it's about people — people you really care for. It cranks up the tension until it's almost unbearable. It'll be appearing on TV eventually, but it'd be a crime to miss this great British thriller in the cinema.

Corruption of a different sort rears its ugly head in **HOUSE OF GAMES** (15), a low-budget American movie set in Seattle — which appears to be the Stateside equivalent of Manchester, if the weather is anything to go by!

Margaret Ford is a successful psychotherapist who's just published a best-selling book, but is still worried that she's not really experiencing life, and that for all the listening, she's unable to do anything positive to help her patients.

When one of them, a compulsive gambler, claims that a local gangster is going to kill him because of a debt, she

goes to 211 Beaumont Street, the 'House of Games', to talk to the hood. But instead of the poker players and petty criminals she expects, she finds herself drawn into the elaborate world of confidence tricksters.

From this point the film is like an onion, and every time she thinks she's reached the truth there's another skin to be peeled away, more lies to be

▼ **Bellman and True: Lesson three in how to make a Spectrum**



▲ **House of Games: Okay, hand over my copy of Barbarian**

uncovered. By the time Margaret discovers the truth it is too late, and she's been drawn into the dark heart of the confidence ring.

If **BELLMAN** revives the heist movie, **HOUSE OF GAMES** takes a fresh, less sentimental look at the territory worked by *The Sting*. It's an intelligent movie with several small faults, but the revelation of trick after trick is spellbinding, like watching a master conjuror at work.

But that's not all. The thriller's a mighty versatile form, and the third variation on the theme is a guaranteed Best Seller.

In 1972 LA COP, Dennis Meechum survives a raid by masked intruders which leaves two of his colleagues dead. Fifteen years later he's become a

best-selling writer of police procedural novels, though he remains on the force.

Then, into his life comes Cleve, a weirdo's weirdo who claims to have been an assassin for a top businessman. He wants Meechum to write his story, uncover the criminality in the big corporations . . . and portray him in a sympathetic light while he does so!

Meechum takes a little convincing at first. After all, Cleve appears to be

Dennehy as the cop and James Woods, neurotically superb as the creepy killer. They play psychological games, circling like suspicious dogs, sniffing at each other. And what is the truth? You'll have to stay to the last page to find out!

After this terrific trio, **SLAM DANCE** (15) waltzes in and drops with a dull thud. There are so many twists and turns to its plot that it ends up

▼ **Slam Dance: Tom Hulce is quick on the draw**



tied in knots and chokes itself.

Tom Hulce is C. C. Droid, an avant-garde cartoonist whose carefree lifestyle is ripped apart like one of his drawings when a casual liaison with a mysterious blonde catches up on him. With the police on one side and violent criminals on the other he has every reason to feel paranoid — everyone in LA appears to be out to get him.

Unfortunately director Wayne Wang has opted for style over content, but instead of adding to the sense of confusion it merely serves to cut off any real interest in the labyrinthine conspiracy on screen. Still, three out of

▲ **Best Seller: Honest, guv, I never nicked that C+VG**

totally whacked out. But slowly events piece together and an uneasy trust grows between the two men, until a sudden revelation reveals a link between the present and that fatal raid.

The film is held together by the two central performances of big Brian

four ain't bad, and any one of them could have been my film of the month, but for ...

Just before my deadline, I saw a movie which is a fantasy (aww), a love story (www) and unlike anything I've ever seen before! In fact it's so fresh and imaginative it's hard to believe that it wasn't actually MADE IN HEAVEN (PG).

▼ **Made in Heaven:**
"What's a girl like you
doing in a mag like this?"



In the 1940s Mike Shea (Timothy Hutton), young and unemployed, decides to look for a new life in California. But only a hundred miles from his home he rescues a family from a wrecked car ... and loses his own life. Suddenly he is standing naked in a palatial room as his dead aunt comes to greet him. This is the afterlife.

Heaven is a place where anything can come true — and that includes falling in love, which Mike promptly does with Annie (Kelly McGillis), a beautiful soul who has never been sent to earth. Everything is — well, heavenly — until the time comes for her to depart to be born.

▼ **Creepshow 2: Well, don't you enjoy biting your toenails?**



▼ **Surrender: No Michael, I won't let you make more than two films a day**



▲ **Bliss: You'd look furtive if you read Games Machine**

Luckily for Mike it's possible to be reincarnated, and he manages to persuade Emmett, God's manager, to let him be reborn. But he only has until his thirtieth birthday to find Annie — and she could be anywhere in America!

Okay, so it all sounds pretty soppy, but don't give up, because director Alan Rudolph is clever enough to give the whole confection a rich centre, to balance out the airiness of its icing. the result is exquisite — witty, funny and clever.

But most of all it's daringly imaginative in the way it tackles what's been called the last great taboo — death! Mike's reaction soon turns

gore-hounds out there, so for you there's CREEPSHOW 2, sequel to the collection of Stephen King stories from a couple of years back. This new compilation has got a harder edge, though, and earned itself an 18 certificate.

The three tales are no great shakes, but they do have a ghoulish glee as they tell of a wooden Indian which comes to life, an unspeakable thing in a lake and a hitch-hiker who just won't take no as an answer.

Actually, the 18 seems unfair considering that it's all played for fun, and there are enough rough edges to keep any hint of nightmarish realism at bay. But I actually preferred this to the original Creep in if you want some lightweight laughs in the jugular vein!

This month's other comedy offering is produced by Aaron Spelling of Dynasty fame, written and directed by Jerry Belson, a veteran of US sitcoms, and features Sally Field, who started her career as TV teenager Gidget. With credits like that your reaction may well be to SURRENDER!

SURRENDER's a smart-ass comedy about love, money and divorce in LA. It also stars Michael Caine, looking somewhat out of place as a much-divorced best-selling author who breaks his vow of celibacy when he meets Miss Field, but decides to keep his riches a secret to test her.

The pace is roller-coaster hectic and it's all silly stuff, packed with one-liners, a few of which are very funny, the others raising a smile or just falling flat. Whether you surrender to its outlandish plot will depend on your tolerance to American television comedy.

At the other extreme there's BLISS (18), a very odd Australian allegory about a happily middle-class man who dies for four minutes after a heart attack, then discovers that life can never be the same again.

He finds out the truth about his company's involvement with dangerous products, his wife's infidelity and the rest of his rotten world — all of which makes him suspect that hell is, in fact, on earth.

This is truly weird, unlike any of Hollywood's attempts at wackiness. But it rambles too much for its own good, and individual parts tend to be better than the whole. But if you're out of an adventurous nature give it a go — at times it's blissfully bizarre.

At the other extreme you could spend A MONTH IN THE COUNTRY (PG), one of those nostalgic tales, bathed in the golden glow of the years following the First World War, which the British do so well.

It's not all pretty pictures though. Two ex-soldiers are brought together in a small Yorkshire village to excavate for an ancient burial site and uncover a medieval mural. But during the long, hot summer the scars left by the Great War are re-opened. It's a small-scale picture, but it's none the worse for that.

from dismay to delight as he realises that here is a place where all his long-dead friends are still alive, and (like the Land of Oz) where dreams really do come true. If heaven does exist, I sure hope it's like this!

Next month there'll be a festive mix of blood, guts and adventure, but for now I have no hesitation in recommending this brilliant, mind-expanding, tender and funny — yes, truly divine — movie!

Of course there are still plenty of

SUPA SOFT DISCOUNT SOFTWARE

Present the Following Special Offers to C&VG Readers

SPECTRUM	RRP	OUR	SPECTRUM	RRP	OUR	COMMODORE 64/128	CASS	DISK	COMMODORE 64/128	CASS	DISK	ATARI ST	RRP	OUR	AMSTRAD PC1512	RRP	OUR
Superstar Socc	7.95	6.50	F-15 Eagle	9.95	7.00	Superstar Soc	6.50	10.95	Deathscape	6.75	10.95	Triv Pursuit	19.99	15.95	Mini Office 2	12.00	14.95
Space harrier	7.95	5.25	Trap Door	7.95	5.25	Leaderboard	6.50	10.95	Death Wish 3	6.75	10.95	Guild Thieves	24.95	19.95	Bubble Bobble	6.00	10.95
Barbarian	9.95	6.75	Hydrofoil	7.95	5.25	Super Sprint	6.50	10.95	Big 4 1 or 2	6.50	10.95	Leaderboard	24.95	19.99	Sold a Million 3	6.95	10.95
Head over Heels	7.95	5.40	Death Wish 3	7.99	5.50	Renegade	6.50	10.95	Rebel	6.75	10.95	Knight Orc	19.95	14.95	Hit 6 1 or 2	6.95	10.95
Enduro Racer	9.95	6.75	Sold a Mil 3	9.95	6.75	Out Run	6.50	10.95	Red L.E.D.	6.75	10.95	The Pawn	24.95	15.99	Live Ammo	6.95	10.95
Elite	9.95	7.00	Star Games II	7.99	5.50	Paperboy	6.50	10.95	Living Daylights	6.75	10.95	Silent Ser	24.95	19.99	California Games	7.25	11.95
Paperboy	7.95	5.25	Live Ammo	9.95	6.75	Flying Shark	6.00	10.95	Side Wize	6.75	10.95	Road Runner	24.95	19.95	Silent Service	6.95	10.95
Bubble Bobble	7.95	5.25	Rygar	8.99	6.00	World Leaderboard	6.50	10.95	Hysteria	6.50	10.95	Subbattle	24.99	19.99	Out Run	6.95	10.95
Kon Coin-op	9.95	6.50	Big 4 1 or 2	9.95	6.75	Mask	6.75	10.95	Gryzor	6.50	10.95	Deep Space	29.95	24.95	Tai-Pan	6.50	11.95
All W. Games	7.95	5.25	Side Wize	7.95	5.25	California Games	6.50	10.95	Stealth Fighter	11.95	14.95	Star Trek	24.95	15.95	Head over Heels	6.50	10.00
Compendium	7.95	5.25	Silent Service	9.95	6.75	Compendium	6.50	10.95	Champ Water Ski	6.95	10.95	Arkanoid	14.95	11.95	Flying Shark	6.00	10.95
Arkanoid	7.95	5.25	Roy of Rovers	9.95	6.50	Alt World Games	6.50	10.95	Epyx Epics	6.75	10.95	Solomans Key	19.99	13.95	Exolon	6.50	10.95
W.C. Leaderboard	9.95	6.50	Footballer Year	7.95	5.25	Elite	7.50	14.95	Five Star 2	6.50	10.95	Gauntlet 1 or 2	24.95	15.99	Super Sprint	6.50	10.95
Hit 6 1 or 2	9.95	6.50	Footballer Year	8.99	5.50	Blood Valley	6.50	10.95	Ghost & goblins	6.50	10.95	Sentinel	24.95	19.99	Gauntlet	7.25	11.95
Triv Pursuit	14.95	10.95	Starfox	8.99	5.50	Roy of the Rovers	6.50	10.95	Wizball	6.25	10.00	Silicon Dream	24.99	19.99	Shadows Mordor	6.50	10.95
Ghost & Goblins	7.95	5.25	Gun Runner	7.95	5.25	Game, Set, Match	12.95	7.50	Subbattle	N/A 11.95	Jewels Dream	24.95	19.99	Gryzor	6.00	10.95	
Blood Valley	7.95	5.25	720	9.95	6.75	Live Ammo	6.50	10.95	Rygar	6.75	10.95	Tai-Pan	19.99	15.95	Sabatuer 2	6.25	10.00
Super Sprint	9.95	6.50	Game, Set, Match	12.95	7.50	Xor	6.75	10.95	Silent Service	6.75	10.95	Balance Power	24.95	15.95	Arkanoid	6.50	11.95
Knight Orc	14.95	11.95	Slain	8.99	6.50	Barbarian	6.75	10.95	Acro Jet	6.50	10.95	TNT	19.95	13.95	Paperboy	6.50	10.95
Road Runner	8.99	6.25	Hybrid	8.99	5.50	Judge Death	6.75	10.95	Head Over Heels	6.25	10.00	Ghost + Gobs	24.95	15.95	Big Four 1 or 2	6.95	10.95
Catch 23	7.95	5.25	Stealth Flight	7.95	5.25	Gauntlet 1 or 2	6.50	10.95	Indiana Jones	6.75	10.95	AMIGA SOFTWARE	RRP OUR				
Out Run	9.95	6.50	Stiff Lips & Co	9.99	6.75	Sold a Mil 3	6.50	10.95	Tai Pan	6.25	10.00	Blood Valley	19.99	13.95	California Games	24.95	19.95
Flying Shark	7.95	5.25	Super Soccer	7.95	5.25	Road Runner	6.75	10.95	Game Over	6.25	10.00	Superstar Soc	19.95	13.95	Defender of Crown	45.95	39.95
Trantor	8.99	6.25	Eagle Nest	9.95	6.75	Yogi Bear	6.50	10.95	Sold A Million 3	6.95	10.95	Strip Poker	14.95	9.95	Mean 18	29.99	24.95
Californ Games	8.99	6.25	Judge Death	9.95	6.75	Catch 23	6.25	10.95	Dracula	N/A 25.00	Indiana Jones	19.99	13.95	Silent Service	24.95	19.95	
Stars on 128	9.95	6.50	Winter Games	9.95	6.50	Flunkey	6.50	10.95	Nemesis	6.25	10.95	Knight Orc	19.95	15.95	The Pawn	24.95	19.95
Xor	7.95	5.25	Mask	7.99	5.25	Ace 2	7.00	10.95	Goldrunner	24.95	19.95	Big Four 1 or 2	6.95	10.95	Barbarian	24.95	19.95
Indiana Jones	8.99	6.25	Athena	7.95	5.50	Pirates	11.95	15.95	Last Ninja	6.50	10.95	Side Walk	19.95	13.95	Barbarian	24.95	19.95
Hysteria	7.95	5.25	Living Daylight	9.95	6.75	Freeze Frame 3	(Cart) 33.95	6.75	Jack Nipp II	6.75	10.95	Destroyer	24.95	15.95	Art Director	49.95	39.95
Renegade	7.95	5.25	Zynaps	7.95	6.75	Expert Cartridge	N/A 25.95	6.75	Gunship	10.95	14.95	King of Chicago	24.95	19.95	Goldrunner	24.95	19.95
Ace	9.95	7.00	Gunboat	8.95	5.25	Solomans Keys	6.75	10.95	Blazer	6.75	10.95	Renegade	19.95	13.95	Super Huey	19.99	15.95
Ace 2 (48k)	8.95	6.25	Gauntlet 1 or 2	8.99	6.25	Bubble Bobble	6.50	10.95	Sentinel	19.95	11.95	Nemesis	6.25	10.95	Leaderboard	24.95	19.95
Ace 2 (128k)	9.95	7.00	Shadow Mordor	7.95	5.25	Slap Fight	6.25	10.95	Elite Hit Pak 6	6.50	10.95	Auto Duel	24.95	15.95	Winter Games	24.99	19.99
Sabateur 2	7.95	5.45	Shadow Mordor	7.95	5.25	California Games	12.00	10.00	Trantor	6.75	10.95	Elite Hit Pak 6	24.95	15.95	Barbarian	24.95	19.95
Tai Pan	7.95	5.25	Game Over	7.95	5.25	Bubble Bobble	12.00	10.00	Game Over	6.75	10.95	Graphic Ad Cre	17.95	22.95	S.D.I.	29.95	19.95
Wizball	7.95	5.25	Game Over	7.95	5.25	The Pawn	N/A 14.95	6.75	Jack Nipp II	6.75	10.95	Uridium/Paradroid	6.00	N/A	S.D.I.	24.95	19.95
Dracula	9.95	6.75	Flunkey	9.95	6.75	2 Paks 1 or 2	6.75	10.95	Super Games II	6.75	10.95	Pson Chess	24.95	15.95	Super Swooper	19.95	15.95
Red L.E.D.	8.99	6.25	Last Ninja	9.95	6.50	Arkanoid	6.00	10.00	Uridium/Paradroid	6.75	10.95	Airball	24.95	15.95	B. Clough Football	24.95	19.95
High Frontier	9.99	6.50	Solomans Keys	8.99	6.25	Game, Set, Match	11.95	14.95	Graphic Ad Cre	17.95	22.95	Silicon Dreams	10.95	14.95	Karate Kid II	24.95	19.95
Elite 6 Pak	9.95	6.75	Moonstrike	7.95	5.25	Defender Crown	N/A 11.95	6.75	Jack Nipp II	6.75	10.95	Hades Nebula	19.95	13.95	Music Studio	34.99	30.95
Gryzor	7.95	5.25	Karyssia	7.95	5.25	Quedex	6.75	10.95	Jewels Darkness	10.95	14.95	Film Director	59.95	44.95	Hollywood Poker	19.95	15.95
Jack Nipp 2 +			Survivor	8.99	6.25	Zynaps	6.25	10.00									
Bubble Bobble				£10.00													

(Sega machines now available only £99.99. Plus free next day delivery UK. Plus free game, full range of software + price list available)
Post & Packing Inc. Overseas Orders Please Add 75p per tape, Mail Order only. Cheques/postal orders

(Sterling only please) Made Payable to:

DISCOUNT SOFTWARE, Dept 3, 210 Nicholls Tower, Harlow, Essex, CM18 6EF
TELEPHONE (0279 29076) WEEKDAYS ONLY PLEASE



TELE-GAMES

Europe's Largest Stock Of
Video Games & Cartridges
100s of cartridges for —



CBS COLECO VISION

SPECIAL PRICE
£59.95* with
2 FREE GAMES —
DONKEY KONG and
SMURF

.....STOP PRESS.....

2 NEW COLECO
GAMES ARRIVING
SOON
* Plus £3.00 P&P



WICO JOYSTICK
FOR
IN STOCK NOW
(Trade welcome)

£15.95
PLUS
£1.00
P&P

Send for lists (state make of game) to
TELEGAMES, WIGSTON, LEICESTER, LE8 1TE
(0533-880445)

Nintendo

IN STOCK NOW

(Trade welcome)

FOOTBALL & CRICKET

SPORTS SIMULATIONS FROM E & J SOFTWARE (Established 3 Years)

4 Classic Strategy games from E & J Software packed with GENUINE & REALISTIC FEATURES
CRICKET MASTER - A SUPERB SIMULATION OF ONE DAY INTERNATIONAL CRICKET - Features: Weather, Wicket, Outfield Conditions, Batting/Bowling Tactics, Team Selection, Select Field Layout, 3 Types Bowler, 4 Types Batter, Batting/Bowling Analysis, Scoreboard, Wides, No Ball, Mincers, Dishes, Catches, LBW appeals, 3 Skill Levels, STAR FEATURE Complete Match Overview including ball by ball commentary * * MANY MORE FEATURES. PRICE - SPECTRUM £8.95/ 64/128K Commodore £7.95/ Amstrad CPC £7.95

PREMIER II - AN EXCITING FOOTBALL LEAGUE GAME - Features: Select Team, Play all teams Home and Away, Full Squad Details ALL TEAMS, Injuries, Team styles, In-match subs, Goal scorers recorded, Transfer market allows approach to any player in league, Job Offers, Team Morale, Financial problems, Transfer Demands, 7 Skill Levels, PRICE - 48/128K Spectrum £8.95/ 64/128K Commodore £7.95/ Amstrad CPC £7.95

WORLD CHAMPIONS - A COMPLETE WORLD CUP SIMULATION - From the first friendlies, qualifying stages, tour matches and onto the FINALS - Select from squad of 25 players, 2 In-Match subs, Discipline Table, 7 Skill Levels, Select Friends & Tour Opponents, COMPREHENSIVE TEXT MATCH SIMULATION includes Goal Times, Bookings, Named/Recorded Goal Scorers, Sending off, Corners, Free kicks, Penalties, Injury time, Match Clock, and MORE! PRICE - 48/128K Spectrum £8.95/ 64/128K Commodore £7.95/ Amstrad CPC £7.95

EUROPEAN II - CAPTURES THE FULL ATMOSPHERE OF EUROPEAN FOOTBALL - Features: Home & away legs, injury goals count double if won, 2 In-Match Subs, 7 Skill Levels, FULL PENALTY SHOOT-OUT WITH Sudden Death, Team Selection, Discipline Table, SUPERB TEXT MATCH SIMULATION INCLUDES Named/Recorded Goal Scorers, Free kicks, Corners, Penalties, Goal Times, Bookings, Disallowed Goals, Injury Time, Sending Off & MORE! PRICE - 48/128K Spectrum £8.95/ 64/128K Commodore £7.95/ Amstrad CPC disc add £4.00 to tape price.

FANTASTIC VALUE: BUY ANY 2 GAMES DEDUCT £2 FROM TOTAL, BUY ANY 3 GAMES DEDUCT £3 FROM TOTAL, BUY ALL 4 GAMES DEDUCT £5 FROM TOTAL

ATARI ST/800XL/XE OWNERS

Why not compliment the greatest home computer on the market by obtaining membership with the MIDLAND GAMES LIBRARY. The greatest, biggest and best Atari Club on the market.

APPROX 675 ST TITLES NOW IN STOCK

MIDLAND GAMES LIBRARY: The company who nearly 5 years ago first conceived the idea of a software library.

Now approximately 2,000 titles on disc, cassette and Rom (games, business, education and utilities). Often purchasing popular programs in multiples of five or six to give all our members a fair chance. Always adding approximately 40 new programs monthly.

Several thousand very satisfied members, many as far away as Iceland, Sweden, West Germany, Holland, Denmark and Eire.

A fast efficient and friendly service operating a computerised custom built system to keep track of all your records. Requests are attended to immediately virtually assuring you a 24 hour return of service. Regular newsletters and programme updates, plus other inter-club activities.

SEND LARGE S.A.E. TO:

MIDLAND GAMES LIBRARY

48 Readway, Bishops Cleeve, Cheltenham, Glos.

Tel: 0242-67-4960 9.30-4.30

All our programs are on cassettes with full documentation

PURE GENIUS

Exercise your powers of deduction with **CLUEDO**, race Formula One (and even design your own circuits) with **SCALEXTRIC**. Wheel and deal as a property magnate with **MONOPOLY** and extend your word power with **SCRABBLE** or the 'genius' edition **SCRABBLE DE LUXE**.

These four popular family games have been translated to a wide range of computers and, like the originals, appeal to game-players, young and old. The whole family can join in, or you can play alone against clever computer-generated opponents. The rules of the original game are followed and special computer enhancements are included, the computer adds up for you, and even throws your dice and times your moves in some games!

MONOPOLY
PROPERTY TRADING BOARD GAME



CLUEDO® TRADEMARK AND COPYRIGHT
LICENSED BY WADDINGTONS GAMES LTD.
MONOPOLY® THIS PRODUCT IS PRODUCED
UNDER LICENCE FROM PARKER BROTHERS
AND WADDINGTONS GAMES LTD. ©
ALL RIGHTS RESERVED.
SCRABBLE® TRADE MARK AND COPYRIGHT
LICENSED BY J.W. SPEAR & SONS PLC.
SCALEXTRIC® IS A REGISTERED
TRADEMARK OF HORNBY HOBBIES LTD.
© ALL RIGHTS RESERVED



CLUEDO
The Great Detective Game

Leisure Genius games are available from all good software stockists or directly from Virgin Games. Look at the table for machine types and prices. Please circle the software you require.

Make cheques or postal orders payable to Virgin Games Ltd, please do not post notes or coins. Send your order to Virgin Games, 2/4 Vernon Yard, Portobello Road, London W11 2DX.

NAME _____
ADDRESS _____

Available for	Monopoly cass disc	Cluedo cass disc	Scalextric cass disc	Scrabble cass disc	Scrabble De Luxe cass disc
Commodore 64/128	C D	C D	C -	C D	C E
Spectrum 48	A -	A -	A -	A -	- -
Spectrum 128/+2/+3	A -	A -	A -	A -	B E
Amstrad CPC 464	A C	A D	A D	A D	- -
Amstrad CPC 6128	A D	A D	A D	A D	- E
Amstrad PCW 8256	- -	- -	- -	- -	- F
IBM PC (+ compatible)	- H	- -	- -	- -	- G
BBC B	C D	C -	- -	C D	- -
MSX	A -	A -	- -	A -	- -
Sinclair QL	- -	- -	- -	(m/d) D	- -
Einstein	- E	- E	- -	- E	- -
Atari ST	" -	- -	- -	- -	- H

A = £9.95 B = £10.95 C = £12.95 D = £14.95 E = £15.95 F = £19.95 G = £24.95 H = Coming 1988!

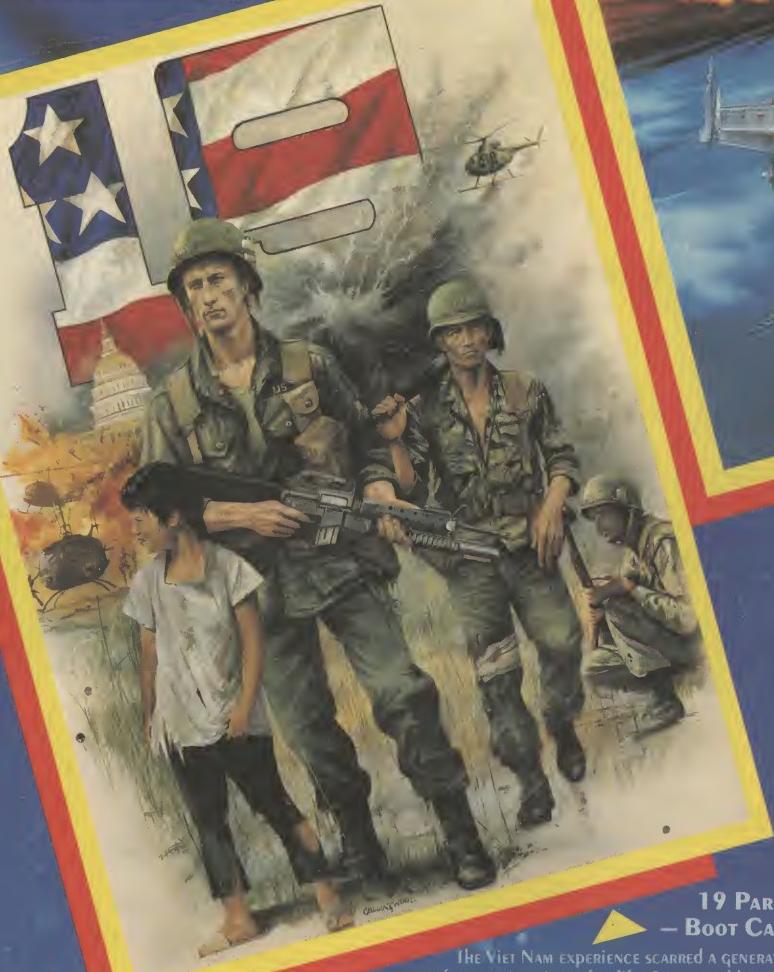
ACE 2 – THE ULTIMATE HEAD TO HEAD CONFLICT

".... IN A CLASS OF ITS OWN." COMMODORE USER – OCTOBER '87
".... FABULOUS FEELING OF SPEED AND TENSION." Zzap! 64 OCTOBER '87
".... ACE 2 IS A WORTHY SUCCESSOR TO ACE." C+VG Hit! OCTOBER '87

DANGER AND EXCITEMENT OVER THE GULF. FLYING THE ULTIMATE IN MILITARY HARDWARE, YOU MUST PROTECT FRIENDLY SHIPPING FROM THE ONSLAUGHT OF ENEMY FIGHTERS.

FEATURING ONE OR TWO PILOT ACTION, PLAYER ONE MUST DEFEND HIS FLEET FROM PLAYER TWO WHO, ARMED WITH AN ARRAY OF SOPHISTICATED WEAPONRY, WILL DO HIS UTMOST TO PENETRATE YOUR DEFENCES.

COMMODORE 64 CASSETTE £9.95
Disk £14.95 SPECTRUM CASSETTE £8.95
IBM PC Disk £19.95



19 PART 1 – BOOT CAMP

THE VIET NAM EXPERIENCE SCARRED A GENERATION OF YOUNG AMERICANS FOR LIFE. SOME WOULD SURVIVE. IN 19 PART 1 – BOOT CAMP, WE TRAIN YOU TO SURVIVE. SURVIVE THE VIET NAM EXPERIENCE. TAKING ACTUAL EXERCISES USED IN US MILITARY TRAINING AS INSPIRATION, 19 PART 1 – BOOT CAMP RECREATES THE TENSION, FRUSTRATION AND FAIGUE EXPERIENCED BY YOUNG AMERICAN DRAFTEES.

WATCH OUT FOR 19 PART 2 – VIET NAM. COMING SOON.

COMMODORE 64 CASSETTE £9.95 Disk £14.95
SPECTRUM CASSETTE £8.95

Implosion – When Your World Is Under Attack – Fight Back

WITHOUT DOUBT THE FASTEST MULTI-SCREEN ACTION BLAST-EM-UP EVER. FEATURING 360 DEGREE SCROLLING ACTION – DUAL PLAY FIELD – ARCADE STYLE MULTI COLOUR GRAPHICS AND SOUND IMPLOSION WILL DEFY COMPLETION BY EVEN THE MOST ARDENT GAME PLAYER. WE CHALLENGE YOU...

COMMODORE 64 CASSETTE £9.95 Disk £14.95
SPECTRUM CASSETTE £8.95

YOU MAY ORDER BY TELEPHONE ON OUR 24 HOUR ORDERLINE BY CALLING 0423 504663 QUOTING ANY MAJOR CREDIT CARD OR BY POST. ORDERS ARE DESPATCHED SAME DAY AND YOU WILL RECEIVE A FANTASTIC CASCADE POSTER PACK COMPLETELY FREE OF CHARGE.



TRAZ - A NEW TWIST TO A GREAT GAME

EXCITING ONE OR TWO PLAYER ACTION AS YOU HELP THE ROGUE
ROBOT PRISONERS ESCAPE FROM CAPTIVITY.
A CHALLENGING DUEL WITH YOUR COMPUTER. TRAZ WILL KEEP YOU
COMING BACK FOR MORE. UNIQUELY LAID OUT IN AN 8 X 8 GRID AND WITH
RANDOM ENTRY TO THE PLAYING AREA. TRAZ BRINGS A NEW TWIST TO AN
ARCADE CLASSIC.

COMMODORE 64 CASSETTE £9.95 Disk £14.95
SPECTRUM CASSETTE £8.95
AMSTRAD CASSETTE £8.95



TRAZ



IMPLOSION

CASCADE GAMES 1-3 HAYWRA CRESCENT, HARROGATE,
NORTH YORKSHIRE, HG1 5BG. TELEPHONE: 0423 525325/504526
ANSWERPHONE: 0423 504663 TELEX: 265871MONREF G
(QUOTE 72: MAG31320 IN FIRST LINE OF TEXT) FAX: 0423 530054.

CASCADIA

CASCADIA... COMPUTER ENTERTAINMENT SECOND TO NONE.

WIN AN AWESOME AMIGA

ELECTRONIC ARTSTM

Wanna win an awesome **Amiga 500**, one of the new generation of mega-machines that bring games like you've only dreamed about into YOUR home? Thanks to leading US software company **Electric Arts**, **C + VG** can offer one of our readers this incredible package!

- An **Amiga 500** plus EA's excellent **Deluxe Paint II** graphics package AND **Deluxe Music**!
- Five runners-up will get a copy of **Deluxe Paint II OR Deluxe Music** for the Amiga worth around £70!

And all you have to do to win these incredible prizes is answer some simple questions based on Electronic Arts products. Fill in the coupon and rush it to *Computer and Video Games*, Awesome

Amiga Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is December 16th, normal C + VG rules apply and the Ed's decision is utterly final. Now for the questions:

1. Electronic Arts has just released a new flight simulator put together with the help of a top test pilot who had more than his fair share of the Right Stuff. Name that pilot!
2. Name the pharaoh who has his golden image in the front of EA's Deluxe Paint II box.



AMIGA



3. Last year EA translated one of the really popular arcade games on to computer. Was it A) Pacman
B) Marble Madness C) Space Harrier?
4. Name the odd one out and say why. A) SkyFox B) ArcticFox C)
FireFox D) StarFox.

C+VG/ELECTRONIC ARTS COMPETITION

Name.....

Address.....

If I'm a runner-up I'd like *Deluxe Paint II/Deluxe Musix* (delete where applicable)
My answers are:

1.....

2.....

3.....

4.....

If you wish to advertise in our classified section the cost is £16.50 + VAT per single column centimetre.

For further details call

Katherine Lee

01-251 6222 Ex 2479

HOMESOFT SOFTWARE AND HARDWARE

WE OFFER ALL THE LATEST SOFTWARE AT DISCOUNT PRICES ON ALL MACHINES!!

COMMODORE 64/128/AMIGA
AMSTRAD..APPLE..BBC..
ATARI 8 BIT..ATARI 528 ST
ELECTRON..IBM..SPECTRUM

HARDWARE OFFER

A T A R I

520 STFM

£280

PHONE NOW FOR OUR FAX-PACK, PLEASE STATE WHICH MACHINE

0772-452414

24-HOUR SERVICE

CLASSIFIEDS

LIVERPOOL (48K)

Featuring a full 42 game League season, FA, League and European Cups, team and tactics selection, spying missions, etc. BOTH C64 versions and Atari Disc have 4 Divisions, transfer market, income, expenditure, UEFA and Cup Winners Cups (if you qualify!), etc.

Cassette £8.95 Disc £10.95

WORLD CUP 1986 (48K)

Replay the Mexico Finals, with scouts reports, injuries, suspensions, extra time, penalties, substitution etc.

Cassette £7.49 Disc £7.99

ENGLAND'S GLORY (48K)

1986 and all that! Play up to 3 friendly fixtures to refine your squad before the big test. Uses the same game play system as World Cup 1986.

Cassette £6.49 Disc £6.99

All games are available for the Spectrum, Commodore 64 and Atari. Please state make of computer when ordering.

**P. M. CORBISHLEY,
212 WALMERSLEY OLD ROAD,
BURY, LANCS D19 6SA**

SOFTWARE 48

Cheap games all original but low prices for the Spectrum 48 + CBM 64 e.g. Renegade \$2.50

Send S.A.E. for list to Software 48, P.O. Box 94, Radlett, Herts WD7 7LX

OR CALL 09276 2673 FOR DETAILS

FREE MEMBERSHIP

We are the biggest and the best. Top titles only.

Hire CBM 64, Spectrum, Amstrad, BBC Electron, C16, Atari software.

Send S.A.E. to
Spectrohire Software Library,
23 Curzon Street,
Derby

Computer Software Exchange

Have the games you've stopped playing gathered dust? Then why not swap them through CSE.

For the AMSTRAD CPC, COMMODORE 64 and SEGA Card and Cartridge games

For FREE membership and Quarterly Club magazine send SAE to:

C.S.E. (C+VG), 27a, DIXON LANE, WORTLEY, LEEDS 12, YORKSHIRE

MSX SOFTWARE

For one of the widest selections of MSX products in the south of England. Write, phone, or call in for our 400 title mail order price list

D.L. Chittenden Ltd. 59-61 The Broadway
Chesham Bucks HP5 1BX

Tel: 0494 — 784441

CLASSIFIEDS

FREE MEMBERSHIP!!

Hire — CBM64, Spectrum, Amstrad and VIC 20 Software (Top Titles)

Send 2 x 18p stamps for your hire kit

**Computersoft (CV), PO Box 20,
North PDO,**

Nottingham NG5 2EE
(Please state which machine)

USED HARDWARE

Spectrum 48K	£38	Spectrum +	£49
Spectrum 128K	£79	Spectrum + 2	£99
Commodore 64	£99	Others: Please phone	

A wide range of peripherals always in stock.

Please phone for prices etc.

USED SOFTWARE BARGAIN PACKS (Spec & 64)

10 Different £10 20 Different £17

Please state machine when ordering

State preferences (Arcade, Adventure, Mixed).

Send a list of your own collection so we know what not to send.

REPAIRS. SPECTRUM £15 OTHERS: PHONE

All our used products are in good to excellent condition and include a 3 month warranty.

Send cheques/PO's to:

Software City (CV)

173 Mansfield Road, Nottingham NG1 3FR

Telephone (0602) 410493

Allow 10 days for delivery. Overseas Add 5

A.I.S. DISTRIBUTION

are now becoming the leading back catalogue games suppliers to shops & market traders

PHONE

01-471 8900 NOW!

UK SOFTWARE EXCHANGE

Swap your used software. Free membership. Huge program base for the Spectrum and Commodore 64.

NOW ALSO FOR THE ATARI ST

Send s.a.e. for fast response and details to:
UK Software Exchange Club (CVG),
15 Tunwell Greave, Sheffield S5 9GB

MATRIX HIRE

The cheapest way to play them all. Top games titles for Spectrum, Commodore and Amstrad. Please state system.

Details from:

Matrix Leisure Club 271 Stanstead Road,
Bishop's Stortford, Herts CM23 2BT

THE MAIL ORDER SOFTWARE SOCIETY

'THE BEST THING SINCE SLICED BREAD'
'Try Before You Buy'

**GAMES FOR
SPECTRUM - MSX - AMSTRAD
COMMODORE - ATARI**

Send your name, address and which computer(s) you have to:

**M.S.S.
P.O. Box 57,
Doncaster, South Yorkshire
DN4 5HZ**

ATARI 400/600/800XL/ST AMIGA SOFTWARE

We have all round selection of disks, cassettes and cartridges FOR HIRE. Apply now and hire your first four games free. Around 1,500 different original titles. For full details send large stamp addressed envelope or telephone evenings

7pm - 10pm or weekends

LOW ATARI PRICES

Atari 520 STFM £299.90 post free + 15 disks
Antic and Analog magazines available.

BEST QUALITY DISCS

Memorex 5 1/4" S.S./DD Disks 10 for £11.95 p.f.
Unlabelled 5 1/4" S.S./DD Disks 10 for £9.95 p.f.
Unlabelled 3 1/2" S.S./DD Disks 10 for £14.95 p.f.
25 for £31.95 50 for £59.95
Amiga A500 at only £469.90
Happy enhancement for the 1050 Drive
with revision 7. £99.90 post free

GAMES & SOFTWARE CLUB
DEPT. C + VG, 35 Tilbury Road,
Thorney Close, Sunderland SR3 4PD
Tel: (091) 528 6351

CAMERA!... ACTION!... ENTER THE SLAPSTICK WORLD OF SILENT MOVIES!

Attention all you budding film directors! Here's your opportunity to become a movie mogul directing none other than the legendary Charlie Chaplin!

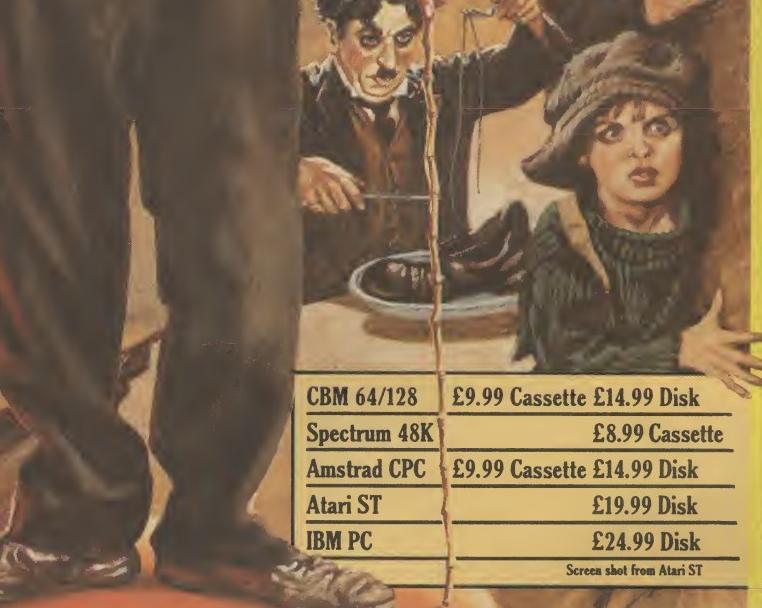
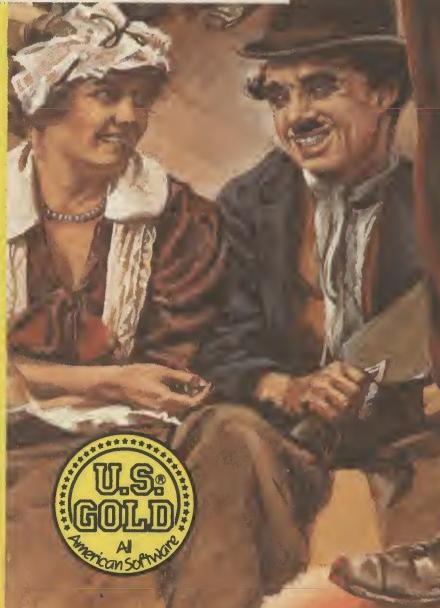
Choose scripts, cast characters, select scenery, props and backdrops. Then it's SCENE ONE—TAKE ONE... CAMERA... ACTION!

Direct the crazy antics of Charlie as he performs stunts and plays the fool with the rest of the cast. Replay each scene in the editing suite; but be warned—a reshoot will be costly and you could go over budget!

Attend the premiere of your film! The critical acclaim of the audience will determine whether your box office earnings allow you the budget for another film, or leave you with a flop and a trip along skid row!

STARRING CHARLIE CHAPLIN™

UNIQUE
• GAME •
CONCEPT



CBM 64/128	£9.99 Cassette £14.99 Disk
Spectrum 48K	£8.99 Cassette
Amstrad CPC	£9.99 Cassette £14.99 Disk
Atari ST	£19.99 Disk
IBM PC	£24.99 Disk

Screen shot from Atari ST



ARCADE

This year's arcade show brought a whole new crop of games that will be hitting your local arcade before Christmas.

Clare Edgeley also reports on the hottest new games previewed at the Japanese arcade show held a few weeks ago.

► OPERATION WOLF

Sheer, unadulterated violence is the main theme in Taito's *Operation Wolf*. And much as I hate to say it, this game is extremely playable and was probably one of the best new games to be shown at the recent arcade show.

You're in the middle of a war. One man against an army. Your objective is to free some hostages and get them safety. How many times have we heard this hackneyed story line?

Your only weapon is a mean looking machine gun perched on the outside of the cabinet and a limited supply of bullets and grenades.

Starting at the Communications Depot, finger quivering on the trigger, you steady the gun for the first shot. In no time bullets are flying. Enemy snipers zip on and off the screen, some hiding in buildings, others running in at a crouch for a snipe at you. You've got to hit them all. Some run straight into the foreground of the screen, appearing right underneath your nose.

The appearance of depth on this battlefield has been extremely well done as those soldiers appearing closer to you are obviously larger than those hiding at the far end of the screen behind oil drums.

Watch out for the knives and grenades which will be chucking at you. There's not a lot you can do to dodge a bullet except gun down the enemy before he has a chance to fire. However, getting hit by a knife or catching a grenade at close quarters is not my idea of fun and if you are quick off the mark and a good shot, you should be able to hit these with a bullet, deflecting the knife and blowing up the grenade before it gets too close to do any damage.

The action's non-stop and doesn't let up for a second.

Choppers fly in and turn to bear on you with cannons blazing. These need at least ten bullets before they'll explode. Trucks and tanks are slightly easier, but again have to be hit more than once. And then there are the paras. Descending from the clouds, they reach the ground and instantly open fire.

And all the time your ammo's decreasing. Luckily, magazines are dropped, and if you can hit these you'll be awarded another 30 bullets. It's frightening how quickly one magazine can be emptied. Taking careful aim and shooting in short bursts to conserve your ammunition is the only way to get through each screen. Spraying bullets wildly will get you nowhere, though the rat-a-tat-tat of the gun is very satisfying. Extra ammunition is only found when you hit coconuts, condors, chickens, wild pigs and other innocent objects. Just don't make the mistake of hitting an civilian and then expect a bonus or a thank you!

One piece of ammo is a mortar rocket which acts in the manner of a smart bomb. Hit the button on the nozzle of your snub nosed machine and you'll let loose one of these killers. You've only got a few but they're devastating, wiping out all the enemy, their trucks, tanks and choppers on the screen. Like the magazines, extra rockets can

be picked up by shooting at them when they appear. Your other bonus is a power drink which restores five units of damage. Very helpful when you're on your last legs and can give you the necessary time to finish a screen.

A panel down the side of the screen tells you at a glance how much ammo you have left, what damage you've suffered, how many hostages have been rescued, and the numbers of the enemy still at large.

There are six scenarios in all — the Communications Depot in which you have to kill all the enemy, the Jungle where you have to extract the exact location of the concentration camps from the enemy, the Village where you can

restore your strength by clearing it of the enemy, the Concentration Camp where you can free the hostages and the Airport where you and the hostages can leap tired and thankful onto a plane home.

Operation Wolf is a powerful game and one of fast action, requiring a good aim and swift reflexes.



MAKE ACTION

LINDSEY

► WARDNER

Platforms, ladders, moving elevators and ropes, monster bashing and gold collecting — all the ingredients are here for a riotously enjoyable arcade game.

Wardner is cute, addictive and immensely playable. While taking a stroll in a magical forest, Wardner the evil Guardian swoops down from her castle eyrie and turns your girlfriend into a crystal ball. This is promptly spirited away by a dragon, leaving you seething with rage and determined to put all to rights. Playing a knight in shining armour means fighting your way through the magical forest, blasting baddies, avoiding traps and sneaking into the castle to do your rescue bit.

The game starts off in the forest. On the ground level are swamps in which lurk sundry nasties. Climb up the trees and there you'll find chests glinting with gold, witches, warlocks and other baddies. Use your flame thrower to hit the baddies and, jumping to the platforms, collect the gold — you'll need this later on in the level. Even this early on in the game, the going can be tricky. Shooting the witches, who are hidden behind leafy branches, can be a problem, especially as they shoot back and dodge a ball of fire while perched precariously on a branch isn't easy. You'll often have to jump and then fire to get the baddies. This saves you climbing to their height and into trouble. When the attackers are killed, golden crystals

are left behind. Make sure you pick these up as they add extra fire balls to your flame thrower. On starting the game, the flame thrower only spits out one ball of fire, but as you go further into it, you'll soon be able to shoot out a barrage of fire which will sizzle your opponents.

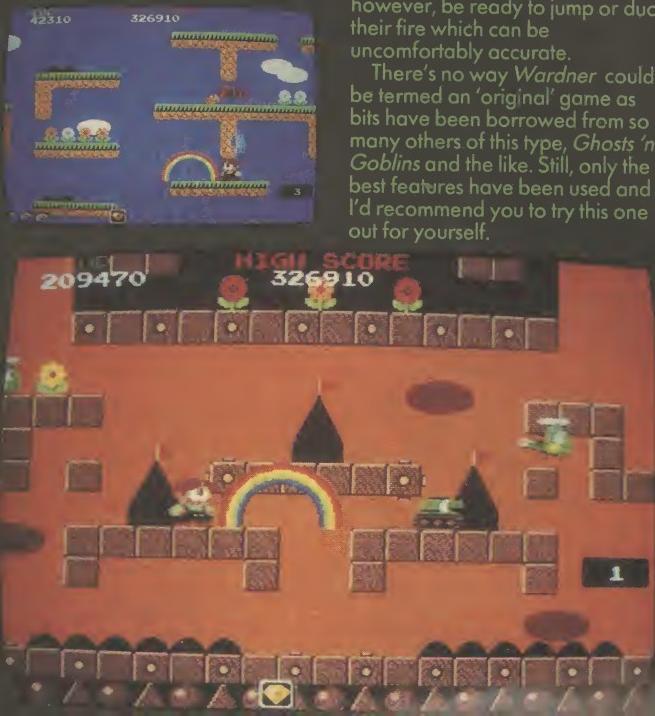
At the end of the level, a shop comes into sight where you can use the gold you've found to buy extra weapons such as a solar sword or magical cloak. The prices all vary, and if you haven't got the money you'll be turned away empty handed.

Further levels have been brilliantly designed, and the timing element is perhaps one of the most important parts of this great little game. On top of that, the areas you have to negotiate must have been designed by a particularly tortured mind. Traps are sprung, the forest becomes deeper, more nasties appear and you'll certainly need those more powerful weapons. Magic cloaks are in short supply and are found rarely.

Birds can be used at times to carry you across difficult terrains, like flowing rivers of burning lava. However, to hitch a ride on a bird you must be in the right spot and be ready to jump for its talons at the right time. If you're really lucky, the bird will carry you through a whole screen to the shop at the far end.

Flying dragons appear at regular intervals and these have to be defeated to continue the game. Hit them a number of times and they'll eventually dissolve into a ball of flame. While doing this, however, be ready to jump or duck their fire which can be uncomfortably accurate.

There's no way *Wardner* could be termed an 'original' game as bits have been borrowed from so many others of this type. *Ghosts 'n' Goblins* and the like. Still, only the best features have been used and I'd recommend you to try this one out for yourself.



► TOP SPEED

Top Speed from Taito is a five stage driving game with slick and sensitive handling and a game perspective exactly like that of *Out Run*. What's more, like *Out Run* it comes packaged as a huge sit-in driving machine as well as your normal upright. The upright version is great fun and I initially reviewed the game on this format. However, if you get the chance, go for the monster version which moves left, right, backwards and forwards. A whole lot of fun.

Peering over the dashboard as you crest a hill at top speed is nerve racking — it's anybody's guess as to what's over the brow of the hill.

worry about is the width of the track which alternates between multi-laned and single lane.

Bill-boards now line the route, and, with rocky cliffs tightly to one side of the road, there's no place to make a mistake. Normally in these games you can use the brakes to good effect, but in *Top Speed*, to stamp on the brake to slow down tends to stop you dead which doesn't help your time.



The idea in *Top Speed* is to get through all five stages in the shortest possible time. The tracks are tortuous and wind all over the place, with many circular diversions which add extra miles and time to the course. At the end of each level, study the track for the next stage and work out the shortest route. It's the only way you'll make it in the time allowed.

The first stage is fairly straightforward, no diversions, no loops, and the track itself is a multi-lane highway. Using your Nitro-switch on the straight, you can turbo charge your car and zoom forward at a much greater speed for a short while. Use this feature sparingly though, it only works three times on every stage.

The second stage is a little more tricky. Although the track splits, the length of each section of road is the same. What you do have to

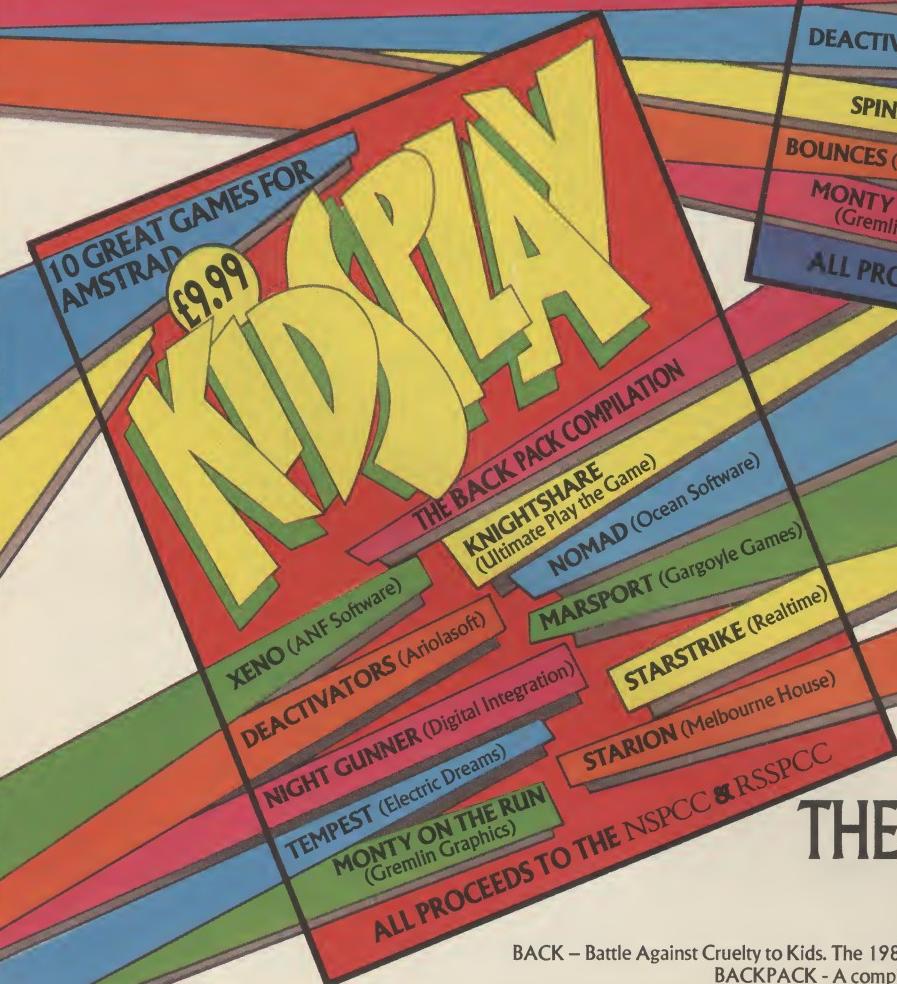
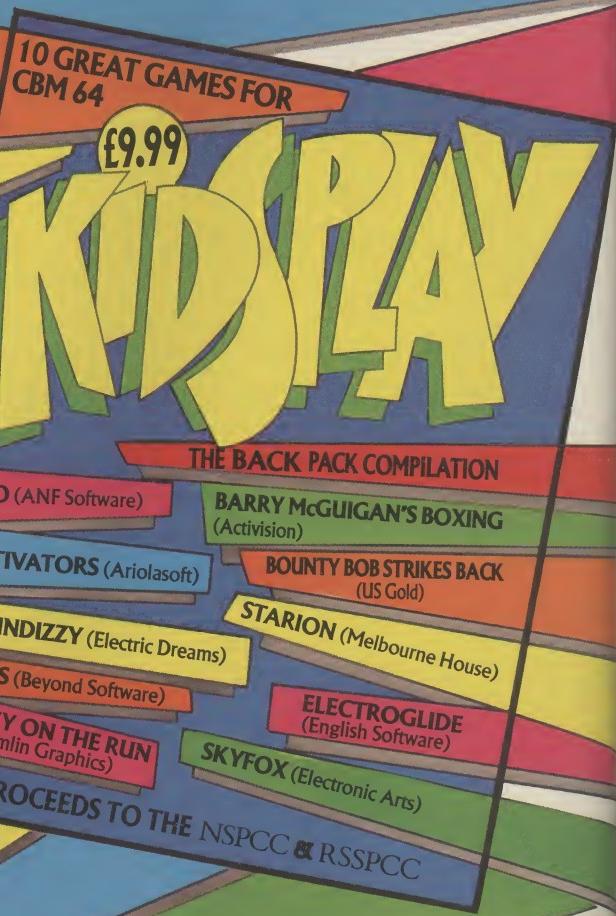
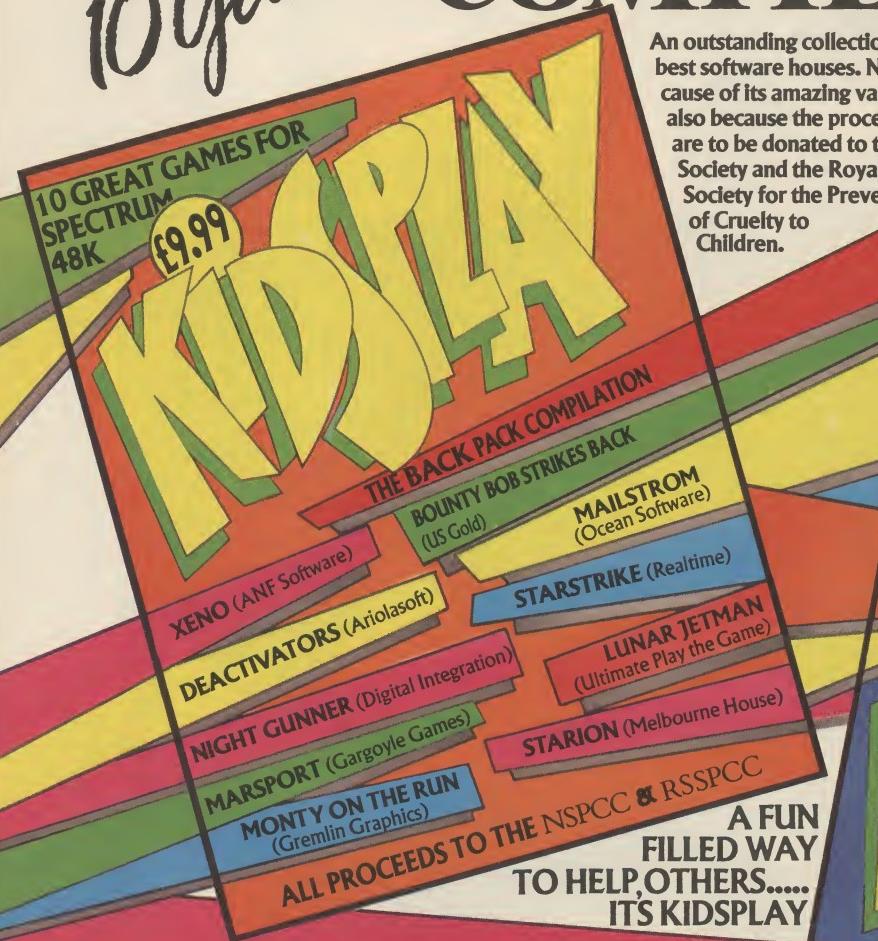
Racing games have been done to death, but manufacturers keep belting out new ones. It would be unfair to compare *Top Speed* with classics like *Wec Le Mans* and *Out Run* as these are dedicated games built and designed round sit-in cabinets. *Top Speed* is in an upright cabinet and for its kind, it must rank amongst the top as a realistic racing game with great graphics and smooth handling. It's also addictive and offers quite a challenge.



THE ALLTIME GREATEST COMPILATIONS

10 Game

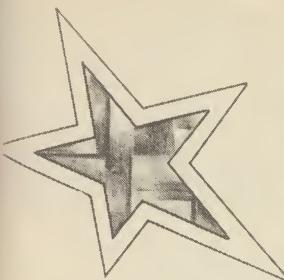
An outstanding collection of the best hits from the best software houses. Not just a good buy because of its amazing value for money, but also because the proceeds of all sales are to be donated to the National Society and the Royal Scottish Society for the Prevention of Cruelty to Children.



YOU HAVE THE FUN...!
THE NSPCC/RSSPCC
HAVE THE PROCEEDS

BACK - Battle Against Cruelty to Kids. The 1987 software industry charity promotion in support of the NSPCC & RSSPCC.
BACKPACK - A compilation of 10 first class software games donated free by software companies.

KIDSPLAY thanks this magazine and the following companies for the generous donation of their services: CAMEL ADVERTISING, G & L SERVICES, ROWLEY STUDIOS, FRIARS GATE STUDIOS, PRE-PRESS SERVICES, CRYSTAL DESIGN, AMPERSAND, STEEL SPLASH, PRINTING CENTRE, LYNE PRINTERS, WILLBOND ARTISTS, PAUL CANNY, D. J. ROWE and INTER MEDIATES.

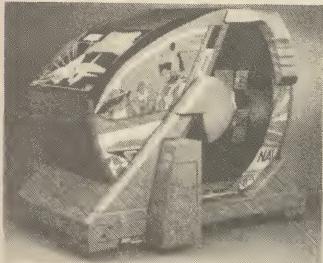


ARCADE ACTION

► PREVIEW '88

Preview '88 was held last month and follows hot on the heels of the Japanese Coin-op Show, JAMMA. It's at about this time of every year that the show is staged to inform distributors and dealers what are going to be the new biggies in the coming year.

Sadly there wasn't a huge number of new games to be seen, and the really good ones were pretty thin on the ground. **Operation Wolf**, **Wardner**, and **Full Throttle** have been covered in some depth and Sega's **After Burner** is already filtering through to selected arcades.



▲ **After Burner.**

In fact, **After Burner**'s already been updated to include some new features which are a welcome addition. The most important feature which I felt was missing on the early model I played was the lack of a throttle whereby your jet's speed could be reduced slightly to negotiate some of the more tortuous screens. That has now been added and works in the same way to that of a gear stick or racing sims. Push forwards to slow down or backwards to speed up. The graphics have been turned upside down on the new version too. Now there are night scenes in which you hurtle through the skies in the pitch black and all you see in the distance are the burning jet streams of enemy fighters zooming towards you. Landing strips now appear and you can watch as tankers trundle out to refuel and ground crew patch up the damage.

A great game which comes in three models, upright, the Commander version which incorporates a seat but has only two-way cockpit rotation and the Super Deluxe model which features all mod-cons plus four-way cockpit motion. Enough to make you air sick but it's a hell of a ride.

Free Kick from Sega/Niha is an idea ripped off from **Arkanoid/Breakout**. Still, whatever form this game takes it's always addictive and **Free Kick** is based on football. You still control a moving base which must be used to catch and bounce the ball back up the screen. However, instead of knocking out a brick wall, you

must send the football back into the football team which is weaving intricate patterns round the screen. The ball, as usual, cannons off the players, knocking some out instantly, other have to be hit more than



▲ **Free Kick.**

once. New screens can only be reached when you've eliminated all the players or by scoring enough goal points. If you are lucky, and skill does come into it, a goal can be scored though you have to get the ball past the goalie first. Moles appear, digging up the pitch and then quickly disappearing, though apart from deflecting the ball I couldn't work out what they were for. **Break Out** clones have been done to death, but **Free Kick** is well worth playing.

Taito's **Rainbow Islands** is **Bubble Bobble II** and is just as cute. The game is made up of seven islands and there are four scenes to clear on each island. Climb to the summit of each island by jumping from ledge to ledge and climbing rainbows. Rainbows can be made to appear and you can structure them in steps to cross large gaps. Pick fruit to increase your stamina and kill a myriad of nasties by using the rainbows as weapons. Trap a nasty in a rainbow and it won't be able to move for a short while, or spell a rainbow into the path of a monster to kill it. And you can even use the rainbow as a smart bomb to kill all the nasties creeping up from behind. Amazingly bright and colourful graphics, **Rainbow Island** looks set to be yet another hit.

Capcom's **Street Fighter** is yet another of the martial arts genre with some huge sprites. The characters are among the most realistic I've seen and the action is intense. At least it is when you've mastered the

▼ **Street Fighter.**



controls. It's a one or two player game and you must smash eight mean looking opponents from Japan, USA, England, China and Thailand. Each game is won by winning the best of three rounds and the competition is intense. Puches, kicks, stoop kicks, flip kicks and backward flips are just a few of the moves to master. The cabinet comes as a standard upright with the usual joystick and button controls, or a Deluxe version which is much more fun.

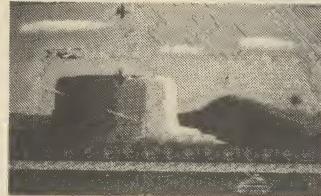
Road Racer from Euromax is a bicycle simulation which you are more likely to find in



▲ **Road Racer.**

recreation and shopping centres, gyms and the like. It's an exercise bicycle with a built in bike game and seems to be creating quite a bit of interest. No longer do you have to look at a blank wall while pedalling away like mad to keep fit. Just get up on Road Racer and play the arcade game. The faster you pedal, the faster your bike will move on the screen — and it keeps an accurate account of your speed. Whizz round a track strewn with obstacles and beat the other riders to the winning post while keeping a watch for puddles, oil slicks and maniac car drivers.

Sky Wolf is a very mediocre chopper game and in many ways similar to **Choplifter**. Steer your chopper through enemy skies shooting down squadrons of attacking helicopters and jets. These don't shoot at you in early levels but if you hit one you're a gonner. Next comes parachutists which must be treated in the same way and then you're attacked by surface

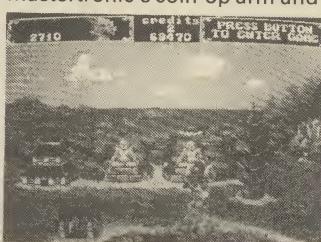


▲ **Sky Wolf.**

to air rockets fired left to right and though it's reasonably playable, the sprites are minute and the movement of the chopper must be about the most unrealistic I've ever seen.

Charge is a one man in a tank against the enemy type. Guide your tank into the enemy territory, shooting down the attacking forces. Re-equip your tank with extra weapons and thread your way through a maze of tunnels and track ways.

Aaargh! and **Road Wars** are two newies from Arcadia — Mastertronic's coin-op arm and



▲ **Aaargh!**

they're both a lot more slick than **Rockford**. Whoever programmed **Aaargh!** must have played **Rampage** in which you have to raze whole cities to the ground with your fists. The same seems to be true of **Aaargh!** It is a two player game in which you play a dragon or giant. Both are pretty mean though the dragon seems to have the edge as he can snort out flames to torch attacking nasties. The graphics are pretty slick though a little cramped. In **Road Wars** you control a battle sphere making its untiring way up a never ending highway. The idea is to become King of the Road and to do that you must clear the track of killer sparks, spikes and other obstacles. To get onto new levels, certain panels at the side of the road must be blasted out.

- 1) 1942
- 2) Wonder Boy
- 3) Arkanoid
- 4) Tiger Hali
- 5) Ghosts 'n' Goblins
- 6) Bubble Bobble
- 7) Rygar
- 8) Choplifter
- 9) Star Force
- 10) Commando

Capcom
Sega
Taito
Taito
Capcom
Taito
Techmo
Sega
Tekkan
Capcom

The Top Ten is compiled by Euromax and shows the most popular games nationwide.

Comix.

"When titans clash . . ." That must be the biggest cliché in the entire history of Marvel Comics. How many times has that title been used to tip off eager Marvelites that two of their favourite super-heroes are beating tar out of each other? More than I can be bothered to count. And more than once it's been used to describe a confrontation between The Incredible Hulk and The (ever-lovin' blue-eyed) Thing.

All of which is my long-winded way of saying that Greenskin and Rockhead are at it again. This is a titanic clash with a difference or two, however.

This time around, it takes place in the rarefied (not to mention expensive) surroundings of a Marvel Graphic Novel – a large-format, high-quality – printing square-bound book of the same kind as the Moebius albums I raved about last month.

Another unusual aspect is that this particular "battle royal" is scripted by Jim Starlin, doing his first Marvel super-hero story for quite a while. Starlin, better known as an artist, was responsible for the very first Marvel Graphic Novel, "The Death of Captain Marvel", which he wrote and drew as a fond farewell to the hero whose adventures he'd chronicled for some years, on and off. In this latest work, however – perhaps because he's already drawn one or two Hulk/Thing confrontations – Starlin has provided only the script, leaving the artwork to his occasional collaborator of the mid-1970s, Berni Wrightson.

Wrightson, of course, is best known for being the co-creator, with Len Wein, of the Swamp Thing (Drat! And I thought I could keep Alan Moore out of the column this month . . .). He was one of the first fan-acclaimed superstars of comics in the late 60s/early 70s, and one of the first to depart from comics for the more lucrative pastures of limited-edition prints, portfolios and book illustrations. Probably his finest work during this period is his magnificent illustration edition of "Frankenstein" – which,

incidentally, has recently been remaindered by Marvel in the States, and may be available at your local comic shop for as little as £3.95.

During this time, Wrightson shared a studio (imaginatively known as "The Studio") with fellow ex-comic-artists Jeff Jones, Mike Kaluta and Barry Smith. Wrightson, though, maintained rather closer links with the comics world, contributing the occasional cover to, say, a reprint of his Swamp Thing stories. A year or so ago came his first Marvel Graphic Novel, "Hokey" – a largely unsatisfying depiction of Spider-Man up against a classic gruesome Wrightson monster in full ghastly colour.

That brings us to his latest work, the aforementioned Hulk/Thing "story" (if you can call it that). Here his portrayal of two very well known characters is much more convincing.

On the other hand, though, the idea of yet another typical meaningless Marvel slugfest must have seemed as big a turn-off to Starlin and Wrightson as it did to me – because they've pulled out all the stops to find a new approach to a tired old idea. In fact, they've chosen to play it mainly for laughs, and in so doing have come up with unusual and satisfying satire on that old Marvel standby, the all-battle issue ("when you've run out of plot ideas, spend a whole issue on a pointless fight between two heroes and call it a change of pace").

What is it about this story that transcends the clichés, then? Not the plot; that's a simple affair concerning our heroes being teleported across the galaxy to a distant planet where they must track down a kidnapped scientist. After facing a series of obstacles, they succeed and are sent back to Earth.

Fortunately, there's rather more to it than that, as we realise early in the story when the narrator informs us.

"I am the Watcher. I see all and record it for future generations. Some believe that I am only interested in tales of cosmic proportions. This is not so! I am also a keeper of small stories. Human stories.

"By the time you finish reading this time you shall realise that I even save silly and trivial stories.

"No one's perfect."

There's a lot more good stuff in here, too – such as Wrightson's ever-more-absurd hand-lettered sound effects. And one character deserves a special mention: a multi-tentacled alien who is knocked senseless by The Hulk and used as a headdress. Give that octopus his own book!



In short, quite against my original expectations, I find myself recommending this book. The full title is '*The Incredible Hulk and The Thing: The Big Change*' and it should cost you around \$4.25 at your nearest comic shop. *Britain's most popular comics . . .* Just in case you weren't at the UK Comic Art Convention in London in September, here's a rundown of the winners in the Eagle Awards, voted for by British comic fans:

UK CATEGORIES

- **Comic:** 2000 AD
- **Album:** D R & Quinch's Totally Awesome Guide To Life
- **Character:** Judge Dredd
- **Villain:** Torquemada
- **Supporting character:** Ukko The Dwarf
- **Most worthy of own title:** Captain Britain
- **Continued story:** Halo Jones Book Three
- **New comic:** Redfox
- **Cover:** 2000 AD no 500
- **Specialist comic publication:** Speakeasy
- **Roll of honour:** Frank Miller

US CATEGORIES

- **Comic:** Watchmen
- **Graphic novel:** Dark Knight
- **Character:** Batman
- **Group or team:** X-Men
- **Villain:** The Joker
- **Supporting character:** John Constantine
- **Most worthy of own series:** Wolverine
- **Continued story:** Dark Knight 1-4
- **New title:** Watchmen
- **Cover:** Dark Knight 1
- **Specialist comic publication:** Amazing Heroes
- **Penciller:** Frank Miller
- **Inker:** Terry Austin
- **Writer:** Alan Moore (surprise, surprise . . .)

If any of those sound unfamiliar to you, what are you waiting for? Find your nearest purveyor of fine comics and give them a try . . .
My favourite comic shop . . . is London's Forbidden Planet, at 23 Denmark Street, London WC2 (01-836 4179). If you live closer to the south coast, you'll be glad to hear that there's now a new Forbidden Planet at 29 Sydney Street, Brighton (0273-687620). I'm told they have a good stock of back issues as well as the latest imports.



FOR AS LITTLE AS £159 YOU CAN BE THE HOME SECRETARY.

There's more to home computers than fun and games.

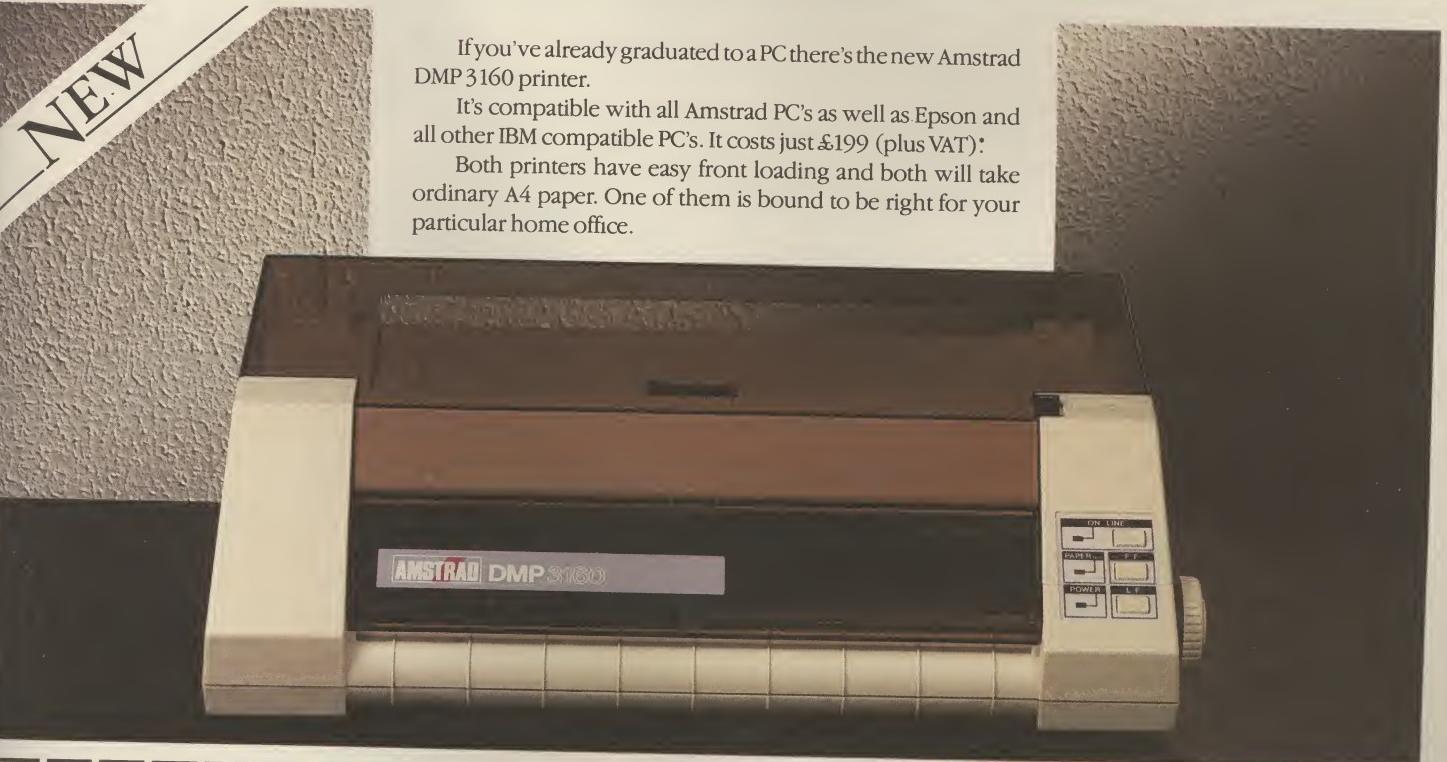
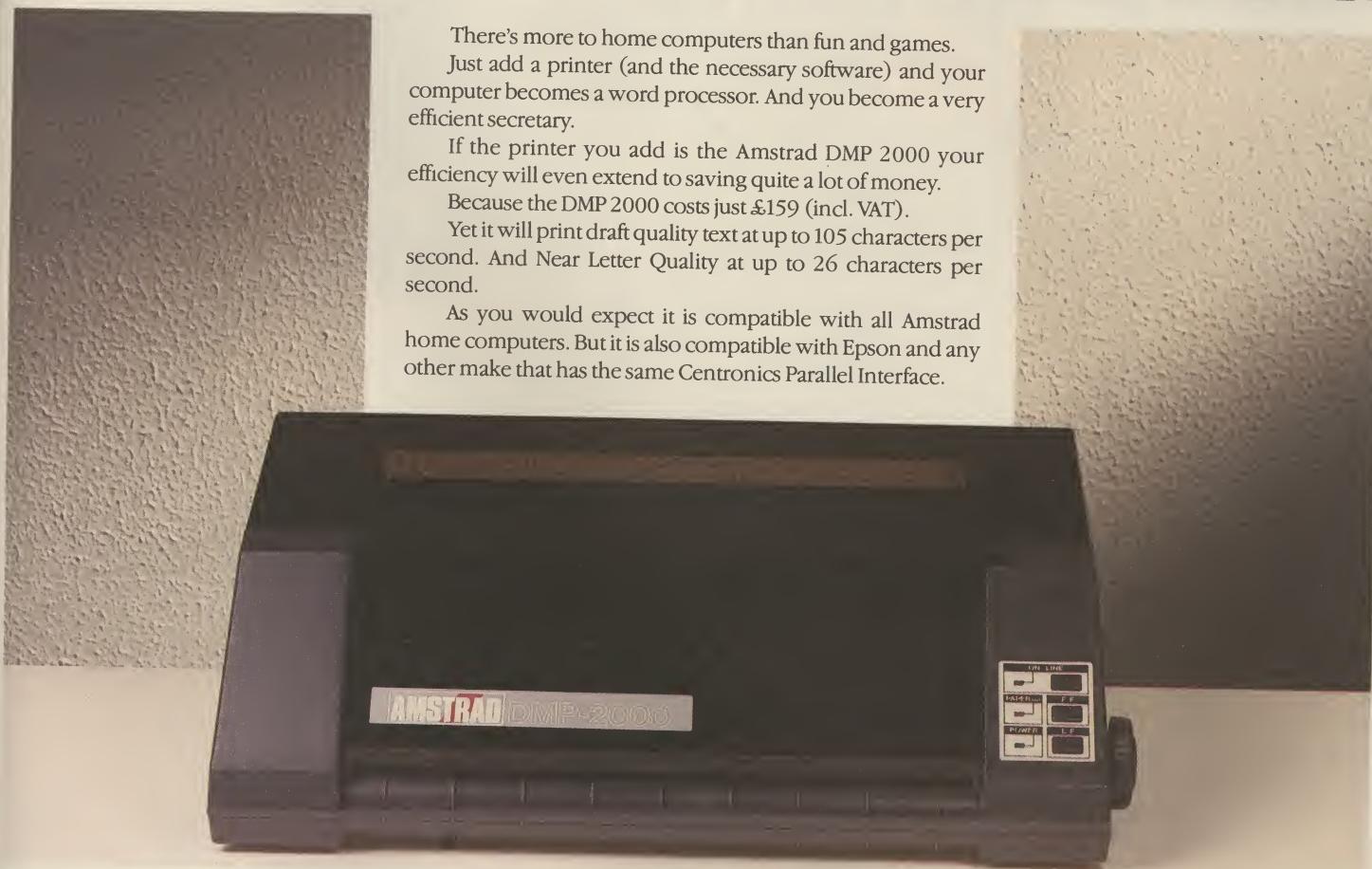
Just add a printer (and the necessary software) and your computer becomes a word processor. And you become a very efficient secretary.

If the printer you add is the Amstrad DMP 2000 your efficiency will even extend to saving quite a lot of money.

Because the DMP 2000 costs just £159 (incl. VAT).

Yet it will print draft quality text at up to 105 characters per second. And Near Letter Quality at up to 26 characters per second.

As you would expect it is compatible with all Amstrad home computers. But it is also compatible with Epson and any other make that has the same Centronics Parallel Interface.



If you've already graduated to a PC there's the new Amstrad DMP 3160 printer.

It's compatible with all Amstrad PC's as well as Epson and all other IBM compatible PC's. It costs just £199 (plus VAT)*

Both printers have easy front loading and both will take ordinary A4 paper. One of them is bound to be right for your particular home office.

Please send me further information on the DMP 2000 and the DMP 3160

CVG12

NAME _____

COMPANY _____

TELEPHONE _____

ADDRESS _____

AVAILABLE AT: ALLDERS · COMET · CURRYS · DIXONS · LASKYS · JOHN LEWIS · AND GOOD INDEPENDENT COMPUTER STORES

*Recommended retail price including VAT, £228.85. Prices correct at 1.9-87 but may change without notice.

AMSTRAD

Amstrad plc., PO Box 462,
Brentwood, Essex CM14 4EF.
Telephone: (0277) 262226



PIRANHA

YOGI BEAR

Hey Hey Hey!
Are you smarter than
the average bear? You'll
need to be to get out of this
one. Boo-Boo's been bear-napped
and must be rescued before
hibernation time. Hunters, mooses,
vultures, bees, caverns, geysers as well
as good old Ranger Smith are
determined to stop you!

Spectrum Commodore Amstrad
Cassettes £9.95 Discs £14.95



TRAP THROUGH THE DOOR

Berk is back!
Now you can actually
explore the dark and nasty
regions for yourself as you try
to rescue your friend Boni,
trapped in the murky depths.
Along the way all sorts of creepy
critters will try to spook you in exciting
arcade action!

Spectrum Commodore Amstrad
Cassette £8.95 Discs £14.95

FLUNKY

The Royal
Family as they have
never been seen before!
This is your chance to work at
Buck House — as a menial
manservant. Your job is to cater to
the residents' every whim, but you'll
need cunning, strong nerves and quick
reactions if you are going to avoid a
nasty end.

Spectrum Commodore Amstrad
Cassettes £9.95 Discs £14.95

Coming soon for
the Atari ST.

A ATTACK!



ROY OF THE ROVERS

Melchester Rovers is under threat of closure from greedy property developers. On the eve of a special celebrity match organised to save the club, Roy's team mysteriously disappears. Unless he rescues them he may end up facing the opposition alone!

Spectrum Commodore Amstrad Cassettes £9.95 Discs £14.95

JUDGE DEATH

Megacity is being terrorised by the Dark Judges — Death himself and his cronies Fear, Fire and Mortis. They are dedicated to putting an end to life itself. As Judge Anderson you stand alone. Only your psychic powers and blazing gun can save Megacity!

Spectrum Commodore Amstrad Cassettes £9.95 Discs £14.95

GYROBOAT

Powerful, manoeuvrable and deadly, the Gunboat under your command carries the most lethal waterborn weaponry to date. Deep in the complex maze of fjords and canal systems are your targets — huge submarine pens. Your mission — to seek and destroy!

Spectrum Commodore Amstrad Cassettes £8.95 Discs £13.95

For release schedules, please contact Helen Holland at the address below. Piranha games are available from all good stockists or, in case of difficulty, direct from Helen Holland, Piranha, 4 Little Essex Street, London WC2R 3FL. Tel: 01-836 6633.



QuickShot[®]
JOYSTICKS

**ONE THING
MAKES THEM BETTER THAN
THE REST....**

Performance

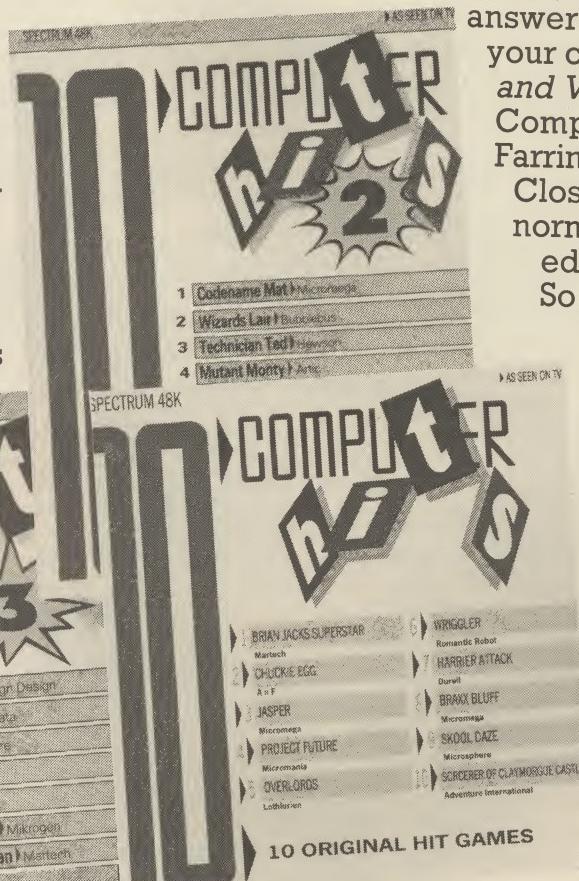
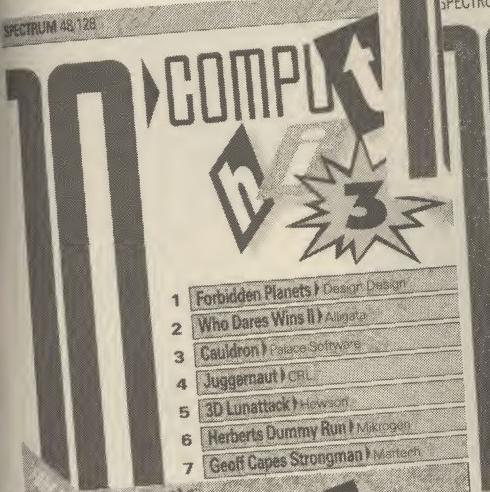
SPECTRAVIDEO LTD. 165 Garth Road, Morden, Surrey SM4 4LH, England. Telephone: 01-330 0101 (10 lines)

COMPUTER HITS

A games feast is coming YOUR way! We've got a real mega-mix of raves from the grave and up to date blasters piled up in the C + VG penthouse just waiting for YOU!

Thanks to Beau-Jolly we can offer **THREE** top prize winners complete sets – that's volumes one to four – of the sought after **Commodore Hits** compilations. That's a total of 42 games for the Commodore, Spectrum, Amstrad or BBC/Electron. The compilations include classics like *School Daze*, *Who Dares Wins*, *Astroclone*, *Wizard's Lair*, *Superpipeline*, *Bride of Frankenstein* and *Sacred Armour of Antiriad*! Plus loads more great games.

And there's more. 50 runners-up will get a copy of the latest **Computer Hits** compilation – that's **Volume Four**.



How do you get your hands on this giant grab-bag of good games? Simple, just answer the questions below and rush your completed coupon to *Computer and Video Games*, Computer Hits Competition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

Closing date is December 16th, normal C + VG rules apply and the editor's decision is final.

So whaddaya waiting for?!

C + VG COMPUTER HITS COMPETITION

• All you have to do is complete the names of these famous games, some of which can be found on the **Computer Hits** compilations.

1. Chuckie.....?
2. Give My Regards To.....?
4. Codename.....?
5. Contact Sam.....?
6. How to be a Complete.....?
7. Solomon's.....?
8. Mario.....?
9. Road.....?
10. Bubble.....?

C + VG/BEAU JOLLY COMPUTER HITS COMPETITION

Name.....

Address.....

My Answers are: 1..... 2..... 3..... 4.....

5..... 6..... 7..... 8..... 9.....

10..... Computer owned (tick box) Spectrum
Amstrad C64 BBC/Electron

ADVENTURE ZONE

news



The eighth and final Infocom title to be launched this year, will be **Border Zone**, Infocom's first adventure with a spy scenario.

It was written by Mark Blanc, co-founder and co-author of **Zork**. No longer working at Infocom, Mark wrote the game on the Infocom computer, working remotely via a modem.

Release is expected during November in the USA, and a few weeks later in Europe and the UK.

Eight releases in one year is a record for Infocom, and it is expected that a similar number of new titles will be produced in 1988. One of these will be a Sherlock Holmes adventure. It will be unlike the **Deadline/Witness /Suspect** series, having more object manipulation. Two new Infocom games are reviewed this issue.



From Darkness into Light is the working title of a new game being written by **Judith Childs**, previously of **Delta 4**. Playing the part of a woman, your task is to return a chalice stolen from the local church. Written on the **Quill**, and to be published by **CRL** around November, the game will be available for C64, Spectrum, and Amstrad.

Following the success of **Rod Pike's Dracula** and **Frankenstein** adventures, CRL has three more tales of horror in the pipeline. Rod is working on **Wolf Man**, and **Jack the Ripper** is on the way for **St. Brides**. An adventure based on **Jekyll and Hyde** is also planned.



Two new non-Kerovian adventures from **Magnetic Scrolls** will follow **Jinxter**.

Assassin is the working title of the next Scrolls release via **Rainbird**. Due

Welcome to the Adventure Zone! Anything can happen within the next few pages – and probably will as **Keith Cambell**, C+VG's master of the mystic arts, brings you news, reviews and helpful hints from the wacky world of adventuring. So please don't adjust your magazine – reality will be resumed as soon as possible . . .

early next year, it is set in present day London. Meanwhile, **Anita Sinclair**'s own "special" adventure, **Upon Westminster Bridge**, has been postponed until late 1988.

Colleagues in the States commonly have underground tunnels linking the buildings on campus. They are built for use in the very cold weather often experienced in America. Those in **Lurking Horror are a close copy of the tunnels at the Massachusetts Institute of Technology**, says author **Dave Lebling**, who co-wrote the original **Zork** on a DEC at MIT, before moving on to found Infocom, and put **Zork** on micros.

"**Lurking Horrors** should really have been written in the Interactive Fiction Plus system," explained Lebling. He would have liked to incorporate a lot more choices for the player, such as being able to repair the floor waxer, and then being able to ride it. However, he was half way through when it became apparent that to do this would mean moving it over on to the larger 'plus' system for 128k machines, delaying the project by some months. Count yourselves lucky, 64 owners!

A letter from Kostas Pollizos of Athens, won him C+VG's monthly award of a free subscription to the **Adventurer's Club**. Cured of buying cheap pirated software after discovering that he couldn't play **Portal** because the pirate

had omitted a complete data file from the illicit copy, Kostas decided the only way to get Adventure games, not easily available in Greece, was by mail order from the UK.

Kostas is a lone adventurer, for all his friends play arcade games. "Write to me if you can, so I do not feel so lonely when I am playing an adventure!" wrote Kostas.

To help him with his mail-ordering, Kostas will now get the benefit of discount software through ACL, and a bi-monthly dosier.

You too can win an ACL subscription! Write an interesting letter to me at the Adventure Helpline, and you're in with a chance! But no begging letters, please! Only letters not mentioning that the writer would like the award, will be considered eligible!



Pete Moreland and **John Jones-Steel** are discussing plans for a 16-bit version of the classic text adventure **Mordon's Quest**. Details are not yet finalised, but it is likely that Atari **Mordon** will have graphics.



Sutton public library is to be the venue of an **Adventure Convention**, on Saturday 28th November. Seminars on Multi-user adventures, adventure games, will form the background to an all-day workshop featuring on-line demos of multi-user adventures, with other games running on a variety of micros.

Organised by **Clubspot**, the Prestel arm of the Association of London Computer Clubs, together with Sutton Library Computer Club, the event commences at 9.30 am and admission costs £2.50 on the door. Sutton library is situated in St. Nicholas Way.



There was something not quite right about this particular visitor to our live Helpline at the PCW Show. Smiling and chatty, but starting to get up my nose. Don't you come here and pick my brains, and then start getting nasty, "I thought.

And then he did it. His smile turning to an ugly sneer, his lips curled, and he slowly reached for the zipper of his jacket. "I shall undo it now!" he announced, mockingly. Of course I knew in that last split second what horror would be revealed – THAT t-shirt.

I fled in terror, lest I became the object of his disgustingly evig gropings. And he calmly walked onto the stand, donned his paper bag, and took over the Helpline if you please!

That was my first and last sighting of the Fiend, when I plucked up courage enough to return, he had disappeared. I still don't know who he is, and so frighteningly ordinary are his features, I doubt if I would recognise him if ever I saw him again. He might even be standing behind you in the newsagents this very minute, reding this copy of C+VG over your shoulder!

A belated 'congrats' to **Fergus McNeill** and **Anna Popkess**, of **Delta 4** and **Abstract Concepts**, who recently became engaged, and plan to marry next year. One honeymoon possibility, a cruise in the Florida area, has been ruled out, because it's murder off Miami. (KC's been playing far too much **Nord** and **Bert**! Ed).

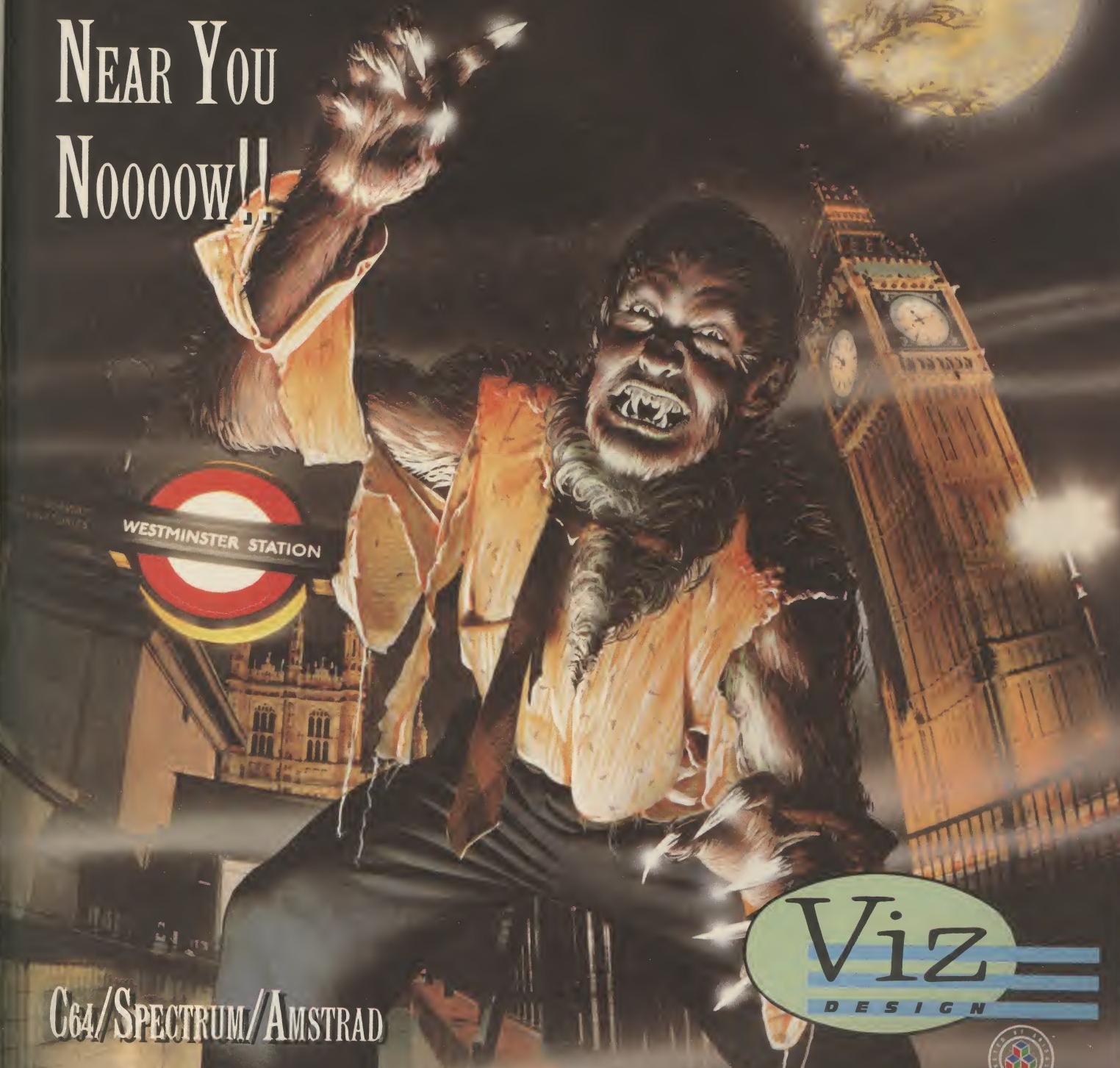
Werewolves

In A OF LONDON

NEIGHBOURHOOD

NEAR YOU

Nooooow!!



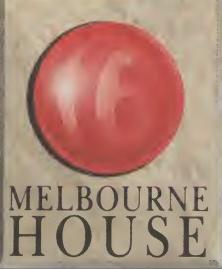
WESTMINSTER STATION

C64/SPECTRUM/AMSTRAD

Viz
DESIGN



ROADWARS



AMIGA £19.95

Setting New Standards
IN COMPUTER SOFTWARE

ATARI ST £19.95

8-10 Paul Street, London EC2A 4JH Telephone 01-377 8411 · Telefax 01-377 5569

ADVENTURE reviews PASSENGERS

► MACHINES: ATARI ST/CBM 64/128
► SUPPLIER: INFOGRAPHES
► PRICE: £24.95 (Atari ST)/£14.95 (CBM disk)
► REVIEWER: PAUL

If you can remember back to C+VG's August issue and the review of the first *Passengers on the Wind* game, you'll know that Keith is very hostile to the style of this adventure. Indeed, he would probably argue that it is not a true problem-solving adventure.

That's a good point. It's more like a role-playing book where at the end of a paragraph you have to make a decision. The wrong choice can send you off on the wrong track. With *Passengers* you have to decide on the correct sequence of people to talk to and making the right decision when confronted with a choice. Getting the correct sequence right is vitally important to progressing into the game.

In *Passengers* I based on Francois Bourgeon's best-selling French comic

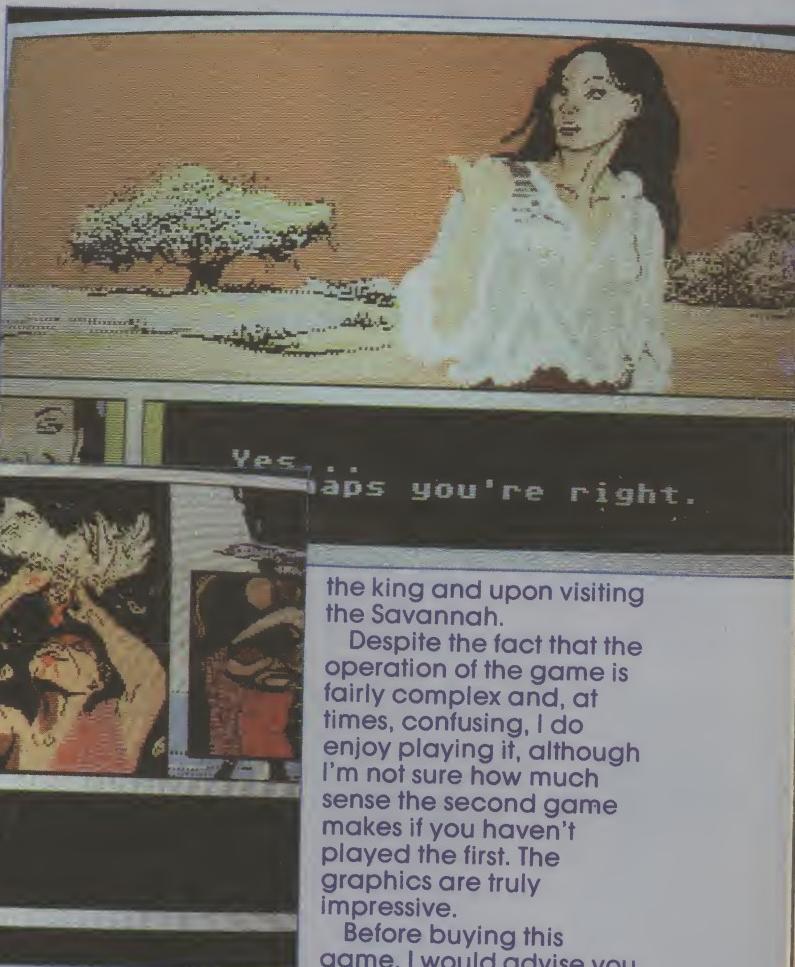
books, all the main characters were introduced. Basically the game is set on the eve of the French Revolution.

Isa, an adventure girl who turned out to be a countess whose title had been usurped. Hoel a young sailor unjustly accused of murder who fell in love with Isa. Mary, a young English girl expecting a child who fled from her father and country. John, an English Officer and the father of Mary's unborn child. St. Quentin, the ship's surgeon and also a good friend of Isa. Boisboeuf, a captain of a slave ship,

and more than 15 other eighteenth-century characters.

After many adventures in France and a tough

see King Kpengla. You must decide by living this adventure in which you will learn the mysteries of voodoo when meeting



crossing on board a slave ship, the group reach Africa. Still with me? You are forgiven if you think this sounds more like a soap opera than a game. Right from now on it's *Passenger 2*.

Unfortunately, fate is against them – John goes mad; Hoel becomes ill and the two women are exposed to the designs of the evil Viaroux and Montaguere. Deciding to help Hoel, Isa goes to Dahomey's kingdom to

the king and upon visiting the Savannah.

Despite the fact that the operation of the game is fairly complex and, at times, confusing, I do enjoy playing it, although I'm not sure how much sense the second game makes if you haven't played the first. The graphics are truly impressive.

Before buying this game, I would advise you to try and see the game working first. The ideas behind it are, I think, new and exciting and deserve encouragement. The execution of the concept doesn't match this.

The *Passengers on the Wind* series runs, as far as I know, to about five volumes so there is the chance we will be seeing more *Passengers* games from Infogrames.

► VOCABULARY	N/A
► ATMOSPHERE	8
► PERSONAL	7
► PACKAGE VALUE	7

PAC-LAND

TM and © 1984
NAMCO Ltd

PAC'S BACK

PAC - the world's most famous computer character is back. There are many imitations but only one original PAC-LAND. This superb conversion of the internationally famous coin-op is not to be missed.



QUICKSTEVIA

Victory House, Leicester Place, London WC2 7NB

AVAILABLE ON: SPECTRUM; AMSTRAD; MSX Cassette £8.95.
COMMODORE Cassette £9.95; Disk £14.95. ATARI ST; AMIGA £19.95.

You can obtain your copy of PAC-LAND direct from Argus Press Software - Post and packaging FREE!!!

Write now or send with a cheque or postal order to:

B & L Distribution, Units 1 & 2, Conlon Development, Water Lane, Darwen, Lancs. BB3 2ET.

Name

Address

Town

or Phone: 01-439 0666 - our Credit Card Hotline



ADVENTURE reviews

PLUNDERED HEARTS

► MACHINES: C64/128 DISK (£24.99); ATARI ST; AMIGA; APPLE II; MACKINTOSH; IBM PC (£29.99)
► SUPPLIER: ACTIVISION/INFOCOM
► REVIEWER: KEITH

The schooner Lafond Deux is heading for the West Indies, supposedly taking you to visit your ailing father. But before reaching her destination, she is attacked by pirates, and Captain Davis is only too eager to hand a beautiful young lady like yourself over to them.

Narrowly escaping the clutches of the randy pirate Crulley, you are rescued by the pirate captain, the dreaded Falcon. Your father, it turns out, has commissioned The Falcon to rescue him from a dungeon in which he has been incarcerated

by King Lafont. He sends you a letter begging you to trust The Falcon.

All this takes place at the beginning of the game, and there is very little else to do but to sit back and read the text, and press RETURN every now and again. But soon the player finds herself able to control her actions, and the game proper gets under way.

There is, of course, a place for easy adventures – after all, everyone has got to start somewhere.

Plundered Hearts, written by new Infocom Storyteller, Amy Briggs, is too romantic for my tastes but should suit beginners.

► VOCABULARY
► ATMOSPHERE
► PERSONAL
► VALUE



NORD & BERT

► MACHINES: C64/128 DISK (£24.99); ATARI ST; AMIGA; APPLE II; MACKINTOSH; IBM PC (£29.99)
► SUPPLIER: ACTIVISION/INFOCOM
► REVIEWER: KEITH

The little town of Punster is suffering from an outbreak of a plague of verbicide. Language itself is in danger. Here are eight short stories set in Punster, for you to

unravel, to break the plague. The stories mainly involve word play, but each in a different way.

In Eat Your Words, you find yourself in the Teapot Cafe. Here you must use well-known sayings within the context of the story.

The trouble is, this plot is rather linear, and if you miss out on a saying, you

may not get a chance with many more.

The Shopping Bizarre story find you cast is a dessert aisle in a supermarket. So far, so good. This one involves puns. You see a man with bad breath, so you hop over to the Meets aisle, and type MINTS when you spot the mince. Thus you can cure the bad breather.

In Play Jacks, you are confronted by a contraption with many controls, and using each one in turn converts it into something else beginning with the word JACK.

For example, Jack in the box, Jack-knife, Jaccuzzi . . . and you have to use the different objects obtainable, to solve the puzzles.

Two sections in

particular are great fun. In Buy the Farm, you must guess the well-known phrase or saying. So when I had taught an old dog some new tricks, and he ran off and knocked over a milk churn, I was soon not crying over the result.

Shake A Tower is a story of spoonerisms, and that too proved highly playable. Easy prey was the queer old dean, and quickly spotted was a shoving leopard.

Treat Nord and Bert as a parlour game, play it in a group and you'll get a lot of fun out of it, even if you do speak English. It's nice to see Infocom branching out with new ideas.



► ATMOSPHERE
► VOCABULARY
► PERSONAL
► VALUE

N/A
6
7
7





FORMELY MUSIC BY MAIL

DECEMBER '87

P.O. BOX 1035, ENFIELD, MIDDLESEX, EN1 IPG

XMAS EDITION

*WE WOULD LIKE TO WISH EVERYBODY A MERRY XMAS
AND A HAPPY NEW YEAR***SPECTRUM**

ALL OR NOTHING	1.65
ARCADE ACTION	1.65
ARMAGEDDON	1.65
BEAKY & THE EGG SNATCHERS	1.65
BRAIN DAMAGE	1.65
BULLSEYE	1.65
CASEY JONES	1.65
CASINO ROYALE	1.65
CHEQUERED FLAG	1.65
CHESS	1.65
CHESS THE TURK	1.65
COMPUTER COOKBOOK (2tps)	1.65
CONFUSION	1.65
COSMIC DEBRIS	1.65
CYBER RATS	1.65
DIMENSION DESTRACTORS	1.65
DODO	1.65
DOOMSDAY CASTLE	1.65
DRIVE IN	1.65
ENIGMA FORCE	1.65
EXTERMINATOR	1.65
F.A. FOOTBALL '87	1.65
FREEZE BEES	1.65
GOLF	1.65
GREAT SPACE RACE	1.65
ICICLE WORKS	1.65
JOHNNY REB 2	1.65
KILLER KONG	1.65
KRAKATOA	1.65
MISSION IMPOSSIBLE	1.65
MONEY MANAGER	1.65
MOTHER SHIP	1.65
ON THE OCHE	1.65
ONE ON ONE	1.65
ORBITER	1.65
PANZADROME	1.65
THE PYRAMID	1.65
PSI GAMES	1.65
RAPSCALLION	1.65
REALM OF IMPOSSIBILITY	1.65
ROAD RACERS	1.65
RUPERT	1.65
SAM SPADE	1.65
SCHIZOFRENIA	1.65
SLIPPERY SID	1.65
SNOOKER	1.65
TIME TUNNELS	1.65
TITANIC	1.65
VALKYRIE 17	1.65
VIDEO POOL	1.65
WORLD CUP FOOTBALL	1.65
BROAD STREET	2.99
CODE NAME MATT II	2.99
ENDURO	2.99
GROWING PAINS OF ADRIAN MOLE	2.99
HEADCOACH	2.99
HERO	2.99
PRESIDENT	2.99
PSYTRON	2.99
SKY RUNNER	2.99
SPLIT PERSONALITIES	2.99
TRANS-ATLANTIC	2.99
BALLOON CHALLENGE	2.99
TWISTER	2.99
VIEW TO A KILL	2.99
VIRGIN ATLANTIC CHALLENGE	2.99
WAR ON WANT	2.99
INTERNATIONAL KARATE	2.99
BOULDERDASH	2.99
BOULDERDASH	2.99
SUPERMAN	2.99
FOOTBALL MANAGER	2.99
THEY STOLE A MILLION	2.99
GREYFELL	2.99
DOGFIGHT 2	2.99
DEATHSCAPE	2.99
DEACTIVATORS	2.99
CHALLENGE OF THE GOBOTS	2.99
HYBRID	2.99
BRIDE OF FRANKENSTEIN	2.99
DEAD RINGER	2.99
DEACTIVATORS	2.99
CHALLENGE OF THE GOBOTS	2.99

SPECTRUM

MOUNTIE MICKS DEATHRIDE	2.99
TIRAXOS	2.99
KILLING RING	2.99
TUJAD	2.99
TOAD RUNNER	2.99
CAMELOT WARRIORS	2.99
ACE	3.50
AVENGER	3.50
BATTLE OF THE PLANETS	3.50
THE FORCE	3.50
FRIDAY THE 13TH	3.50
FUTURE KNIGHT	3.50
GREAT ESCAPE	3.50
MIND SHADOW	3.50
NEXUS	3.50
OFF THE HOOK	3.50
PROHIBITION	3.50
RIVER RAID	3.50
SHADOW SKIMMER	3.50
SHERLOCK	3.50
STARFOX	3.50
THING BOUNCES BACK	3.50
THE YOUNG ONES	3.50
ZYNAPS	3.50
FRANKIE GOES HOLLYWOOD	3.76
PACMAN	3.75
PITFALL 2	3.75
SKY FOX	3.75
SPACE SHUTTLE	3.75
MAX HEADROOM	3.75
MICRO VALUE (6 GAMES)	3.75
BALLBLAZER	4.25
HOSTBUSTERS	4.25
GO TO HELL	4.25
HACKER	4.25
THREE WEEKS IN PARADISE	4.25
TRAILBLAZER	4.25
CLUEDO	7.99
MONOPOLY	7.99
SCRABBLE	7.99
SCALEXTRIX	7.99
LEADERBOARD	7.99
PAPERBOY	7.99
GAUNTLET	7.99

COMMODORE

RANA RAMA	2.99
EAGLES	2.99
TRANSFORMERS	2.99
THE FOURTH PROTOCOL	2.99
ACE	3.50
ACROJET	3.50
ALIENS	3.50
DAN DARE	3.50
DANDY	3.50
DECEPTOR	3.50
ELEVATOR ACTION	3.50
FUTURE KNIGHT	3.50
GRANGE HILL	3.50
GREAT ESCAPE	3.50
HYPABALL	3.50
LITTLE COMPUTER PEOPLE	3.50
MARBLE MADNESS	3.50
NUCLEAR EMBARGO	3.50
ON COURT FOOTBALL	3.50
VIKINGS	3.50
AVENGER	4.25
SHAOLINS ROAD	4.25
PILE-UP (DISC)	4.99
BRIDE OF FRANKENSTEIN (DISC)	4.99
TRIAIOS (DISC)	4.99
WERNER (DISC)	4.99
DEACTIVATORS (DISC)	4.99
CAMELOT WARRIORS (DISC)	4.99
GREYFELL (DISC)	4.99
DOGFIGHT 2187 (DISC)	4.99
DEATHSCAPE (DISC)	4.99
CHALLENGE OF THE GOBOTS(D)	4.99
HYBRID (DISC)	4.99
ACE 2	5.75
INTERN'L KARATE - DISK	5.75
ROAD RUNNER	5.75
WORLD CLASS LEADERBOARD	5.75
BOMB JACK 2	7.95
GAUNTLET	7.95
LEADERBOARD	7.95
PAPER BOY	7.95
SCRABBLE	11.95
MONOPOLY	11.95
CLUEDO	11.95
SCALEXTRIX	11.95

AMSTRAD

GREYFELL	2.99
DOGFIGHT	2.99
DEATHSCAPE	2.99
DEACTIVATORS	2.99
CHALLENGE OF THE GOBOTS	2.99
HYBRID	2.99
BRIDE OF FRANKENSTEIN	2.99
TRIAIOS	2.99
M.G.T.	3.50
TRAILBLAZER	3.50
MICROVALUE (6 GAMES)	3.75
WINTER SPORTS	3.75
ANIMATOR	3.50
DANDY	3.50
FUTURE KNIGHT	3.50
GRANGE HILL	3.50
IMPOSSABALL	3.50
M.G.T.	3.50
TRAILBLAZER	3.50
AUW WIEDERSEHEN MONTY	5.75
BACK TO THE FUTURE	5.75
COMPUTER HITS 3	5.75
COMPUTER HITS 5	5.75
FIVE STAR GAMES 2	5.75
INTERN'L KARATE - DISK	5.75
LEADERBOARD	5.75
MAG MAX	5.75
SKYFOX	5.75
SPACE HARRIER	5.75
TRIVIAL PURSUIT	5.75
DEACTIVATORS (DISC)	6.99
CAMELOT WARRIORS (DISC)	6.99
WERNER (DISC)	6.99
THEY STOLE A MILLION (DISC)	6.99
GREYFELL (DISC)	6.99
DOGFIGHT 2187 (DISC)	6.99
DEATHSCAPE (DISC)	6.99
CHALLENGE OF THE GOBOTS(D)	6.99
HYBRID (DISC)	6.99
BRIDE OF FRANKENSTEIN (DISC)	6.99
TRIAIOS (DISC)	6.99
GAUNTLET	7.95
LEADERBOARD	7.95
WORLD CLASS LEADERBOARD	7.95
SCRABBLE	7.95
MONOPOLY	7.95
CLUEDO	7.95
SCALEXTRIX	7.95

AMSTRAD

F.A. FOOTBALL '87	1.65
ON THE OCHE (DARTS)	1.65
ALIEN	2.99
BOUNTY BOB STRIKES BACK	2.99
G CAPES STRONGMAN	2.99
CHOPPER SQUAD	2.99
CODE NAME MATT II	2.99
FOOTBALL MANAGER	2.99
GROWING PAINS OF ADRIAN MOLE	2.99
HEADCOACH	2.99
INTERNATIONAL KARATE	2.99
PILOT 64	2.99
PRESIDENT	2.99
SUPERMAN	2.99
TRANS-ATLANTIC	2.99
BALLOON	2.99
CHALLENGE	2.99
TURBO 64	2.99
BLITZKREIG	2.99
MRS. MOP	2.99
CHALLENGE OF THE GOBOTS	2.99
HYBRID	2.99
BRIDE OF FRANKENSTEIN	2.99
DEADRINGER	2.99
MOUNTIE MICKS DEATHRIDE	2.99
TRIAIOS	2.99
KILLER RING	2.99
GOLF CONSTRUCTION SET	2.99
GREYFELL	2.99
DOGFIGHT 2187	2.99
DEATHSCAPE	2.99
DEACTIVATORS	2.99
PILE-UP	2.99

AMSTRAD

AM/FM TRIVIA 1	7.95
AM/FM TRIVIA 2	7.95
AM/FM TRIVIA 3	7.95
ARCHON	12.95
BOULDERDASH I	7.95
BOULDERDASH II	7.95
WHEEL OF FORTUNE	7.95
BACKGAMMON	7.95
BLACKJACK	7.95
ARMCHAIR QUARTER BACK	7.95
POKER	7.95
GREETING CARD MAKER	7.99
SIGN BANNER MAKER	7.99
CALENDAR & STATIMAKER	7.99
FOOTBALL MANAGER	12.95
MIND DANCE	7.95
MUSIC CONSTRUCTION	12.95
PINBALL CONSTRUCTION	12.95
SUPER SUNDAY	12.95

ALL PRICES INCLUDE V.A.T.
AND DELIVERY WITHIN THE U.K.

PLEASE PRINT YOUR NAME, ADDRESS, GAMES REQUIRED & FORMAT. ALLOW 21 DAYS FOR DELIVERY
EXPORT CUSTOMERS, PLEASE ADD £1.50 TO COVER POSTAGE. PAYMENT MUST BE IN STERLING

PLEASE MAKE CHEQUES/POSTAL ORDERS TO **BOXERS MAIL OUT**

87
G

KNIGHTMARE:
OFFICIAL COMPUTER VERSION OF
ITV's adventure game show

Knightmare



YOUR BEST EVER NIGHTMARE!!



Knightmare the computer game uniquely combines the best elements of traditional adventuring with some hot arcade action and provides puzzles and riddles of a varying nature not found before in computer games.

Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4SR. Tel: (0933) 76768

Commodore 64/128 Cassette (£9.99) and Disk (£12.99)
ZX Spectrum 48k/128k/+ (£9.99) Amstrad CPC
Cassette (£9.99) and Disk (£14.99) Atari ST (£14.99).



ACTIVISION®

Copyright 1987 Anglia Television. Game copyright 1987
Activision (UK) Ltd All rights reserved

THE NEW AUTUMN BLOCKBUSTER

- END TO END ACTION
- TRAINING/COACHING FACILITY
- ENHANCED TACTICAL DECISIONS
- REALISTIC GRAPHICS
- TRANSFER MARKET BARGAINING
- VARYING PLAYING SKILLS
- PLUS MANY MORE



THE ONLY GAME WORTH
THE TRANSFER FEE

SPECTRUM
COMMODORE 64/128
AMSTRAD CPC
IBM
ATARI ST
AMIGA

£9.95
£9.95
£9.95
£19.95
£19.95
£19.95

(DISC £14.95)
(DISC £14.95)

(DISC £14.95)

MATCHES IN STUNNING 3D



SCREEN SHOTS TAKEN FROM THE ATARI ST VERSION
ADDICTIVE GAMES LTD, UNIT 1, BAIRD ROAD,
ENFIELD, MIDDLESEX EN1 1ST
TEL: 01-804 8100 FAX: 01-805 8001
TELEX: 295944 PRISM G

Addictive
ADDICTIVE GAMES LTD IS
A DIVISION OF PRISM
LEISURE CORPORATION

ADVENTURE

Keith Campbell's deadly adversary, The Fiend of Faringdon, traditionally makes a furtive and unobserved visit to the C+VG stand at the PCW Show. Did he turn up this year? You bet he did!

SO you wish you had been to the PCW Show? Someone wishes he hadn't! Here's a rundown of what was on offer for adventure players, from a Fiendish point of view!

Those of you who were in the vicinity of the C+VG stand on Friday afternoon, may have been aware of a slight altercation.

Now, I ask you, what else did that nice Mr Campbell expect? After all, he did ask me to expose myself on the C+VG stand. What a thing to say to a Fiend!

KC rushed off in a panic, probably to fortify himself in the nearest bar, having suffered the ordeal of meeting The Fiend face to face. And for ten glorious minutes the Fiend found himself in sole charge of the Helpline!

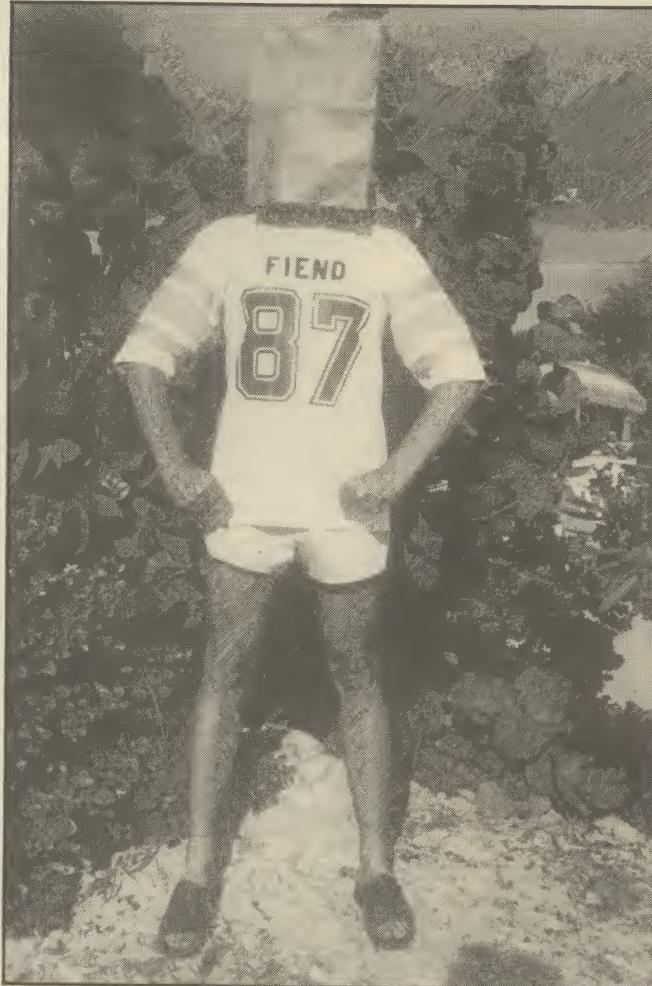
There can only be half a dozen games that have eluded the Fiend's great intellect, and blow me down if those who came to beg my aid didn't ask about those very games!

"Stuck at the river, sonny? So am I!" This was swiftly followed by a "Don't ask me," and a final "Push off!"

Oh, the joy! Not only did I get ten minutes of sheer unadulterated public nuisance, but I managed to shatter the Helpline's reputation simultaneously! Mind you, even if I had known the answers, my replies would have been the same.

Those of you who suffered should consider yourselves deeply honoured, for after all these years the Fiend chose to make a public appearance.

The look upon KC's face as I unzipped my jacket to



reveal the t-shirt, made it all seem worthwhile.

At first I thought the moisture on his brow was caused by fear, but in retrospect it was probably snow melting.

I ended up with a stiff neck from looking up, and sore feet from trying to stand on tiptoe.

So what did the Fiend make of the show? As a Spectrum-owning adventure player, I found it the most disappointing PCW ever.

Where was that lovely

lady of last year who sold me no less than eight adventure games for the paltry sum of £1.50 each? Mind you, this bundle did include *Seas of Blood*. 'Nuff said.

Oh yes, it was all right for all you strutting about with your ST's and Amigas. There were parsers for you to choose from, and lots of pretty graphics, too. But such are not for the poor relation, your Spectrum owner. I could only fondle the *Leather Goddesses* wistfully, and caress *The*

Porn with longing. BAH!

All was not a total loss. I enjoyed a nice chat on the Level 9 stand, and elsewhere saw *Rebel Planet* on sale for a mere £2.50. All those of you who didn't snap up this bargain, hang your heads in shame, for this is THE one game that alone has received the Fiend's stamp of approval this twelve months gone.

If you haven't played it, then do yourself a big favour, for I have seen it recently as part of a compilation, and it must be good value.

In summary, then, was the show for adventurers at all? Or was it for arcade freaks, and an excuse for those involved in adventure writing to get together in order to quaff ale? The latter, I suspect.

Had it not been for the Helpline, any pure adventurer would have been badly served.

If anything, the whole show resembled one huge games arcade, complete with sweaty, shoving bodies, flashing lights and intolerable zapping noises. Add to this the queues for the indifferent and expensive refreshments.

In desperation I was forced to take refuge in one or two of the inner sancta, those closed off little areas that the bigger stands boast.

If you have ever wondered what goes on behind the curtains the 'Invited Guests only' notices, then eat your heart out. For the Fiend has seen, and what he has seen defies words.

So I am not going to tell you.

ADVENTURE

helpline

Who can help Benedetto Dell'Olmo, presently languishing in Rome? He needs help with the meaning of the message from the resistance, in *Rebel Planet*. And where can he find the wire he needs to disable the fence?

Inferno is another game stumping Benedetto — he is trying to pass through the great barrier.

"How do you get through the door into the basement of the Carfax Estate?" asks Dracula player Lewis McNiece. And is there anyone in the world, he asks, who knows how to get ANYWHERE in Twice Shy?

Help is at hand for Mrs Samuels of Gillingham. To run her old Scott Adams

cartridges on a Vic-20, the code needed to start the game is SYS 32592. Thanks to the many readers who wrote in with this information, including Adrian Smith and Andrew Bethell would like to know where to find the Mark of the Snake, in Ultima 3.

Simon Percival, of Colchester, is a bit of a do-gooder. He has this urge to dig the vicar's garden, but can't find a tool to use! He's playing Shrewsbury Key, and also wonders if the sneaker is a red herring?

Are you wondering where Bard's Tale 2 has got to? It is about in the USA, according to K. G. (Bing) Taylor, of Dyfed. But don't start getting excited — yet! Bugs in the review copies

make the game unplayable, says Bing.

Finally, a message hurled in the general direction of C+VG's Matthew Woodley, and The Fiend. "Get stuffed" says David Picking, of Upminster, attacking the duo who have attacked Savage Island!

Don't forget that you can write to the C+VG Adventure Helpline, for help in an adventure, or to help some other poor sufferer out, or to simply insult us! There's Paul Coppins, our long-standing adventure expert, and myself, to help you.

Write to me at the Adventure Helpline, Computer + Video Games, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU — and we'll get back to you.

The Adventure Helpline was "live" at the recent PCW Show in London. Among the visitors to the stand, was Dave Lebling, co-founder of Infocom and author of the famous Zork trilogy, who popped in to find out how to solve one of the more difficult puzzles in his latest game, *The Lurking Horror*.

Just as welcome were the many readers who popped in with a problem, or just to say 'hello'. Mike Thomas, Russell Mills (thanks for the Perrier, Russell, it's real thirsty work at Olympia!), John "Loony" Yeates, Paul Cunningham (of Sherlock-solving fame), Stephen Enghou and Colin Matthews, were all adventurers I felt I knew, from letters written to the Helpline over the years.

There were so many more familiar names, that I lost track — please forgive me if you feel left out!

Two runners-up in last year's *Adventurer of the Year* competition, Gareth Williams and William Hern, called in on the Saturday

morning, and so were both able to join me for an impromptu lunch.

Gareth had a long enough journey — he left Swansea at 6.30am to get to the show. But if you think that's keen, spare a thought for William, who left Aberdeen at 7pm on the previous day, aiming to return on the 8.45pm coach!

We were joined in the pub by Mike Austin and John Jones-Steel, and so Gareth and Williams were able to find out all they wanted to know but never had the chance to ask, about Level 9 adventures.

The highlight of the week, adventure-wise, was an Adventurers Night Out, when a party of 20, all connected with the world of adventure games, went out for a meal after the show.

Infocom, Level 9, Magnetic Scrolls, St. Brides, Abstract Concepts, Rainbird and Gilsoft, were represented. We were all delighted to be joined by visitors to the UK, Dave Lebling and his wife Janet, and Christian Martensen, adventure columnist and deputy editor of the Danish magazine, *COMputer*.

The remains of the beer kitty (yes, there was about £25 left over, so eat your heart out, Fiend!) was donated to the NSPCC on our behalf, by Anna Popkess, of Abstract Concepts.

Don't forget the C+VG Phone-In Helpline! we're about to relaunch our regular Friday afternoon problem solving sessions with the help of our trusty Atari ST, KC's computerised version of the awesome adventure database as constructed by his own fair hand. We've got extra help in the C+VG office, and once our switchboard has been sorted out we'll be announcing the data for the first phone-in session.

ADVENTURE

clues

Help came this month from the following adventurers: Aage Christoffersen, Denmark; Lewis McNiece,

Hairyward, Totternhoe.

Dawson, Lancs.; Colin Carrick, Cheltenham;

from the other side!

THE LURKING HORROR: To

open up the brick wall, try

SPYTRACK: For a good skil-

SELL it!

WINTER WONDERLAND:

promise.

SHADOWS OF MORDOR: Try

to kill Smegoli, tell him no,

and then make him

KAYLETH: Stuck in a throat?

SCARPER!

Trouble with the bear?

COLOUR OF MAGIC:

FRAKENSTEIN: Rub the ice

with being basched over the

MINDENDER: Fed up

CAST WHEN WEEL

has three uses, and must be

CLAMYORGUE CASTLE: Bliss

SORCEROR OF

OPENS THE WOODEN CHEST.

RUNESTONE: To open any

chest, describe the type of

chest it is. E.g. MORVAL

Vidéo literally.

DODGY GEEZERS: Take Mr.

blacksmith.

and question the

CLOSE. Hit until three times,

away — but don't stand too

close. Hit until the bear?



LEADERBOARD

ACCESS
Software Incorporated

Famous Courses Of The World VOLUME 1

ALL THE FEATURES OF WORLDCLASS LEADERBOARD IN THIS GREAT NEW 4 COURSE COMPILATION

GLENMOOR
Length:
7131 yards
Par: 72



COLONIAL
Length:
7100 yards
Par: 70
Record: Joey
Sindelar 62



PEBBLE BEACH
Length: 6799 yards
Par: 72
Record:
Tom Kite 62



MUIRFIELD
Length: 6894 yards
Par: 71
Record: Peter Butler 65



Following the amazing success of the now legendary Leaderboard series of products. Famous Courses of the World presents four superb new challengers for the joystick golf fanatic.

From the infamous Pebble Beach Course on the California coastline to the historical course of Muirfield, Edinburgh, the oldest golf club in the world. From the beautiful Colonial Country Club built by Texas oil baron

Martin Leonard to the "designed for computer" challenge of Access's Glenmoor course, Great Courses of the World is a must for anyone hooked on computer golf.

"INDEPENDENT PRODUCT"
NO PREVIOUS
LEADERBOARD
PROGRAMS
REQUIRED



COMING SOON FOR
CBM 64/128 ONLY
VOLUME 2

LEADERBOARD PRODUCT INDEX

	SPECTRUM	AMSTRAD	CBM 64	ATARI	ATARI ST	IBM	AMIGA
LEADERBOARD	9.99c	9.99c 14.99d	9.99c 14.99d	9.99c 14.99d	24.99d		24.99d
EXECUTIVE LEADERBOARD			9.99c 14.99d				
LEADERBOARD TOURNAMENT	4.99c	4.99c 9.99d	4.99c 6.99d	4.99c 6.99d	9.99d		
WORLD CLASS LEADERBOARD	8.99c 12.99d*	9.99c 14.99d	9.99c 11.99d			24.99d	
FAMOUS COURSES	4.99c	4.99c 9.99d	4.99c 6.99d				
FAMOUS COURSES 2			4.99c 6.99d				

CALL IT A SEQUEL... AND YOU'LL LAND UP FLAT ON YOUR BACK.

Commodore Screens



They called International Karate the best beat-em-up so far. And who are we to argue?
But Archer Maclean has come up with a stunner: A Third Fighter.
Amazing animated background. New moves. Re-mixed music.
And Balls!

Commodore 64/128 Cassette (£9.99) and Disk (£12.99). Coming soon for Spectrum and Amstrad home computers.

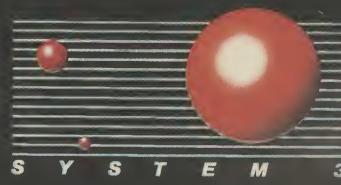
Mail Order: Activision (UK) Ltd, Units 3 & 4 Lloyds Close, Finedon Road Industrial Estate, Wellingborough, Northampton NN8 4FR. Tel: (0933) 76768
Access, Visa and American Express Cards welcome.

Distributed by Activision (UK) Ltd.

SKILLER



**T
K
P**



S Y S T E M 3

OUT ON THE 15th DECEMBER

It's **Out Run** month in Computer and Video Games next issue! The game that's a sure fire Christmas number one will be getting the special C+VG treatment. • We'll have a genuine hydraulic **Out Run** arcade machine to GIVE away!

- We'll have a special FREE audio tape of the **Out Run** coin-op soundtrack, PLUS 720° sounds on the B-side, stuck to the front of the mag. A cool-spool for your personal stereo!
- We'll have an in depth look at the computer version of **Sega's** arcade classic!

• Here's ANOTHER one to check out Brains! C+VG checks out the latest joysticks in one of our legendary guides to the wacky world of game controllers!

• He-Man storms in with the launch of Gremlin's own muscle-bound blond hunk, Paul Boughton, brings you a preview of the fittest game around in the January issue of C+VG.

• Atari ST and Amiga owners can't afford to miss the January issue of everyone's favourite games magazine. We'll have a whole host of 16-bit hits to blow you away plus news and gossip from the mega-machine scene.

• Movie mayhem in the shape of the new **Star Wars** game! Win a bunch of **Star Wars** videos and a hi-tech TV/video outfit to watch them on!

• Check out the year ahead with our exclusive **Electronic Arts** poster calendar! All the dates you could possibly want on a giant full colour poster FREE with the January issue of **Computer and Video Games**!

• Nebulus, that totally addictive game from John Phillips and Hewson, gets the C+VG players guide treatment. Tips on the towers from the programmer himself in Jan's C+VG.
*All items correct at time of going to press.

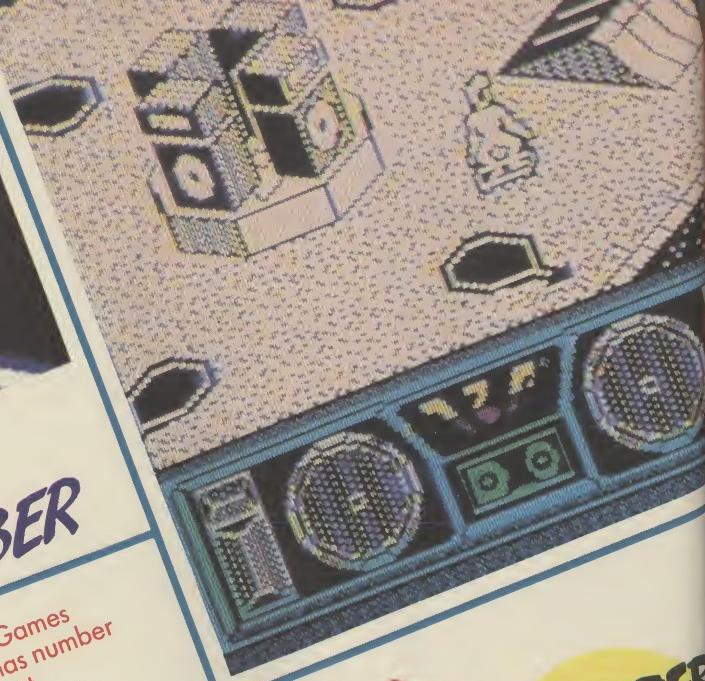
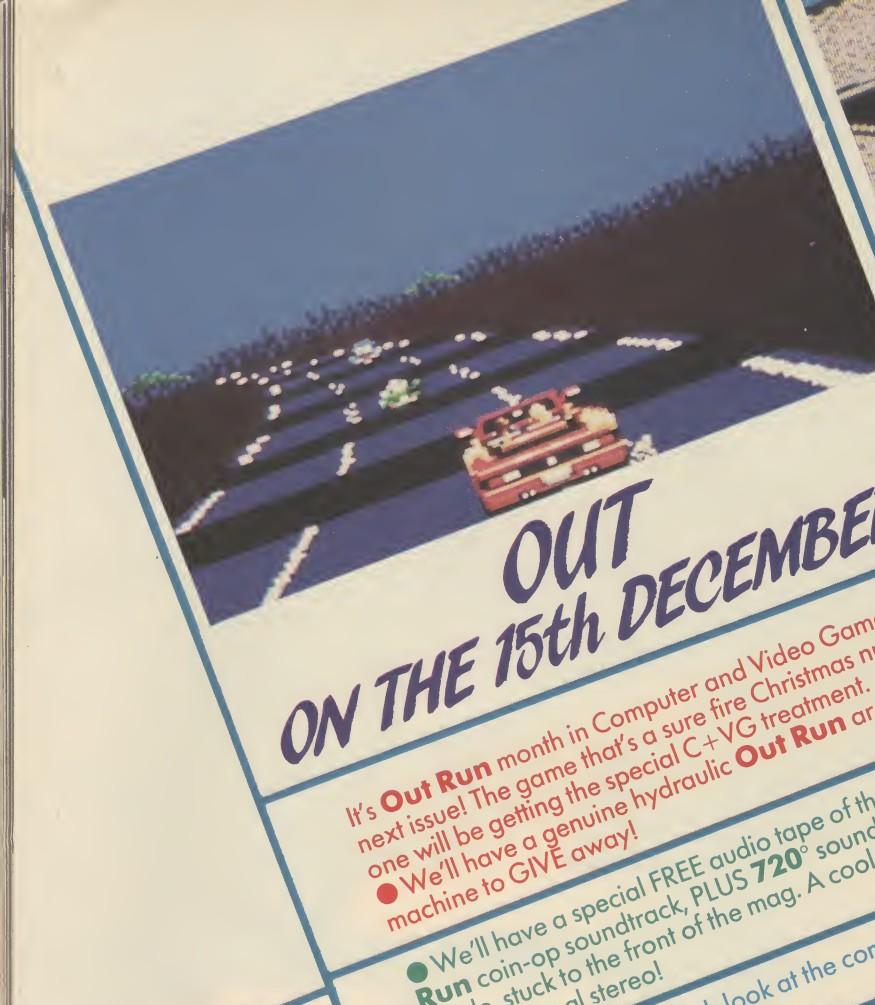
**COMPUTER
+VIDEO
GAMES**

Dear Mr Newsagent, Avoid a visit from Lt. Laww and reserve me a copy of Computer + Video Games, December issue!

Name _____

Address _____

KICK OFF THE NEW YEAR TO STYLE — GET JANUARY'S COMPUTER+VIDEO GAMES — THE HOTTEST GAMES MAG IN THE KNOWN UNIVERSE!!



**COMPUTER
+VIDEO
GAMES**

WOW

M
•
Masters of the Universe the Movie, brings to life the deadly, eternal conflict between good and evil. Masters of the Universe

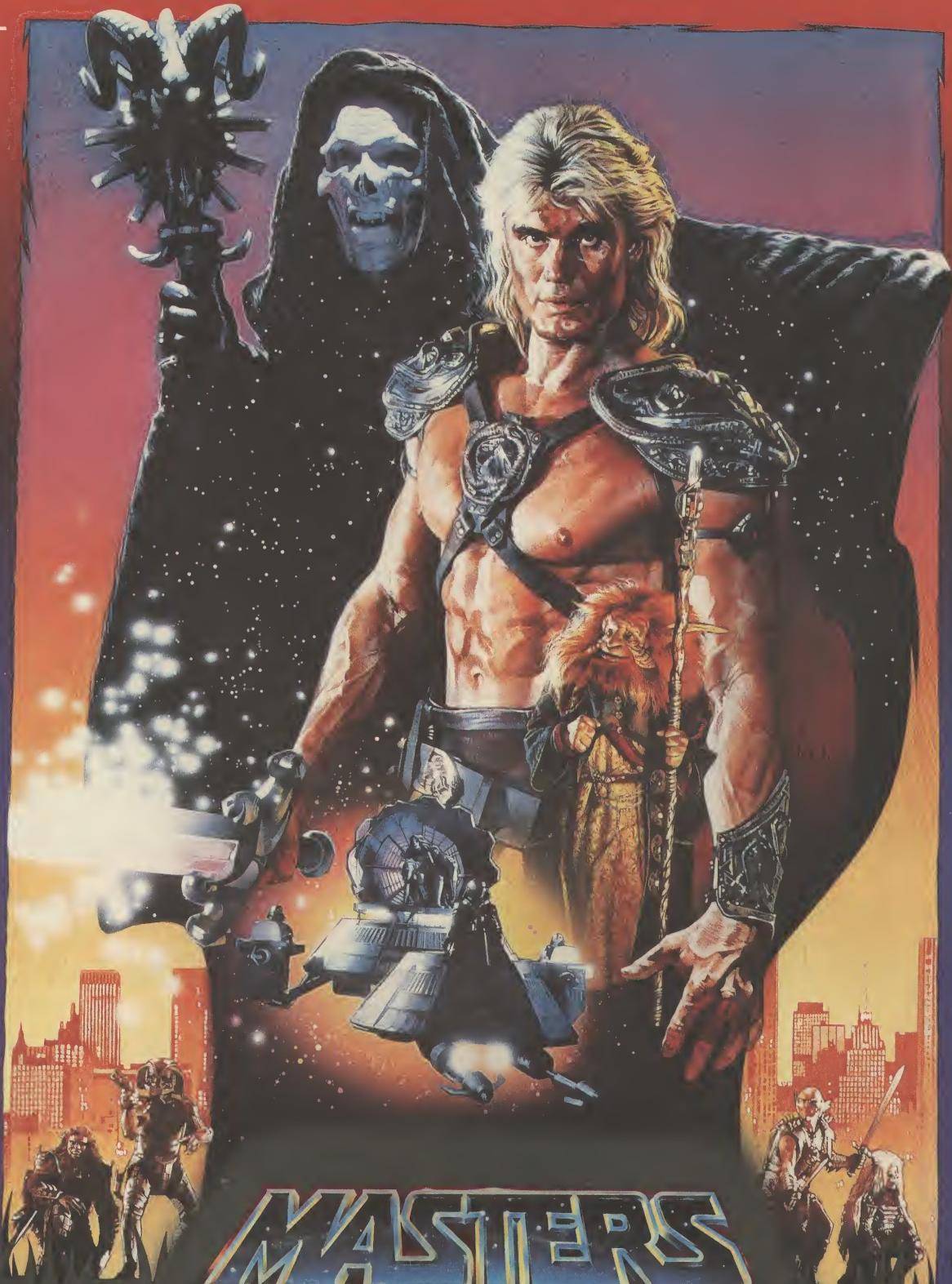
AM
f
£1
SPE
f

MASTERS OF THE UNIVERSE HAS COME TO LIFE!!

•Now you can live it, as the conflict between good and evil continues•

Masters of the Universe, the Movie, brings to life the deadly, eternal conflict between good and evil. Masters of the Universe the computer game of the film allows you to control the forces of good to do battle with the forces of evil, the prize being the KEY to time travel and with it the title Master of the Universe.

Slipping through a vortex in time the KEY has fallen into the hands of an unsuspecting American college student.



MASTERS OF THE UNIVERSE™

The Movie

GREMLIN

CBM 64/128
£9.99
Cassette
£14.99
Disk

ATARI ST
£19.99

AMSTRAD
£9.99
Cassette
£14.99
Disk
SPECTRUM
£7.99
Cassette

Masters of the Universe and He-Man © 1983 by Mattel Inc. Gremlin © 1983 Gremlin Graphics Software Ltd.

Little does he realise the awesome power he holds. Thinking it to be a musical instrument he fails to realise that every note he plays attracts the ruthless Skeletor and his devilish army led by the frightening powerful Evil-Lyn. With the key in their possession who can stop them escaping downtown America and returning to create chaos in Eternia? Only one man can save earth from this evil domination as HE-MAN meets Skeletor in the battle for Eternia, the final chapter that will seal the fate of mankind forever.

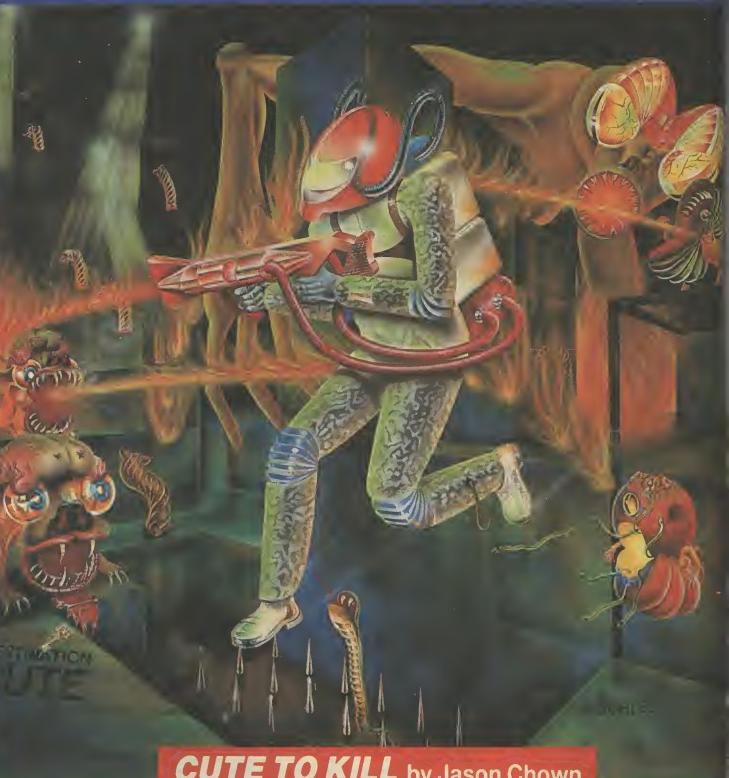
2 NEW

MIND BLOWING BBC Monster Zapping GAMES 3

from **PHS**, the NEW name in Software



MISSION ICARUS by Julian Avis



CUTE TO KILL by Jason Chown

FAST! DEADLY! Interactive game for 1 to 2 players, with over 19 levels of fast and furious droid zapping arcade type action.

SITUATION – Spacecraft Titan II, it's crew members eliminated by malfunctioning droids, is on a collision course with the Sun.

YOU ARE – One of 2 mercenaries teleported onto the craft.

YOUR MISSION – STOP and RID the craft of marauding droids and destroy the main computer, your only chance to avert impending disaster!



Powerhouse Software Limited,
Newells Green, Newells Lane,
West Ashling, Chichester,
West Sussex PO18 8DF.

**IMPENDING NUCLEAR ATTACK 0 MINUS
30 MINUTES AND COUNTING...**

YOUR ORDERS – Curb the rebellion on Planet Cute and prevent the attack taking place, or die in the attempt!

YOUR DEFENCE – Standard issue blaster plus any weapons found en route.

Using faulty teleports, beam your way through 128 catacombs and holds, eliminating the fire spitting, jaw snapping monsters. At all times be on your guard against the enormous deadly mega-monsters who lurk menacingly in the depths of the holds.

**YOUR DEADLIEST ENEMY – TIME –
IT'S RUNNING OUT FAST!**

Available for BBC B and MASTER 128 on cassette at only £7.99 ea. or 80/40T disc at £14.99 ea. (inc. post and packing U.K. only).

Please supply the following BBC games: Mission Icarus – Disc £14.99 Cassette £7.99
 Cute to Kill – Disc £14.99 Cassette £7.99
I enclose cheque for £

Name _____

Signature _____

Address _____

(Please make cheques payable to Powerhouse Software Limited. All orders will be despatched within 10-14 days)

THE ACTION-SIMULATION

AIRBORNE

AIRBORNE RANGER™



You are one of the elite...parachuting alone behind enemy lines. The enemy controls the terrain, hidden in bunkers and machine gun nests...you may be surrounded. The action is fierce as you control one soldier's battle against overwhelming odds. You'll need skill and strategy to outmanoeuvre your enemy, plus courage and some luck to make your escape. Airborne Ranger is an exciting fast-paced simulation with 12 desperate missions in 3 different regions of the world. The possibilities are endless!

AIRBORNE RANGER. A challenging combination of danger and suspense. Available for the Commodore 64/128K. Cassette £14.95 Disk £19.95.

MICRO PROSE
SIMULATION • SOFTWARE

Please send _____ copy/ies of Airborne Ranger CBM 64/128 Cassette £14.95 Disk £19.95 Further details.

Name (block capitals) _____ Address _____

Post Code _____

I enclose £_____ including 55p P+P. Cheques payable to MicroProse Software Ltd,

or debit my Access/Visa card. Expiry date _____ No. _____

| AR/C+VG/1287

MicroProse Ltd., 2 Market Place, Tetbury, Gloucestershire GL8 8DA, UK. Tel: (0666) 54326. Tlx: 43422 MPS/UKC

Kompetition

Cool dudes in the coin-op jungle will be wearing these ultra-trendy T-shirts to match their fave games. These shirts come from Konami, The converters of classic coin-op machines. They are big, baggy and extremely stylish.

On the front you can stun your friends with *Salamander*, dazzle them with *Gryzor*, look tough with *Jackal*, come on like

the Drill Instructor with *Combat School*, look mystical wearing the *Maze of Gallious* or go all wild and woolly with *Iron Horse*. Well 'ard!

We've got 25 of these dazzling garments to GIVE away in our special Konami Kompetition.

But if you don't win one—never fear, the C+VG Saver Squad is here! Yup, you can get nearly £2 off one of the

above mentioned T-shirts for just £4.95—they normally sell for over £6!

So, if you don't fancy your chances in the Komp, just send a cheque or postal order made payable to *W+V Supplies*, together with the special C+VG coupon on this page, to *W+V Supplies*, Bank Buildings, Bank Street, Newton Abbot, Devon, TQ12 2JL. Allow 28 days



C+VG/KONAMI KOMPETITION

Name

Address

My answers are:

1

2

3

T-shirt size: SMALL MED LARGE

XLARGE tick box

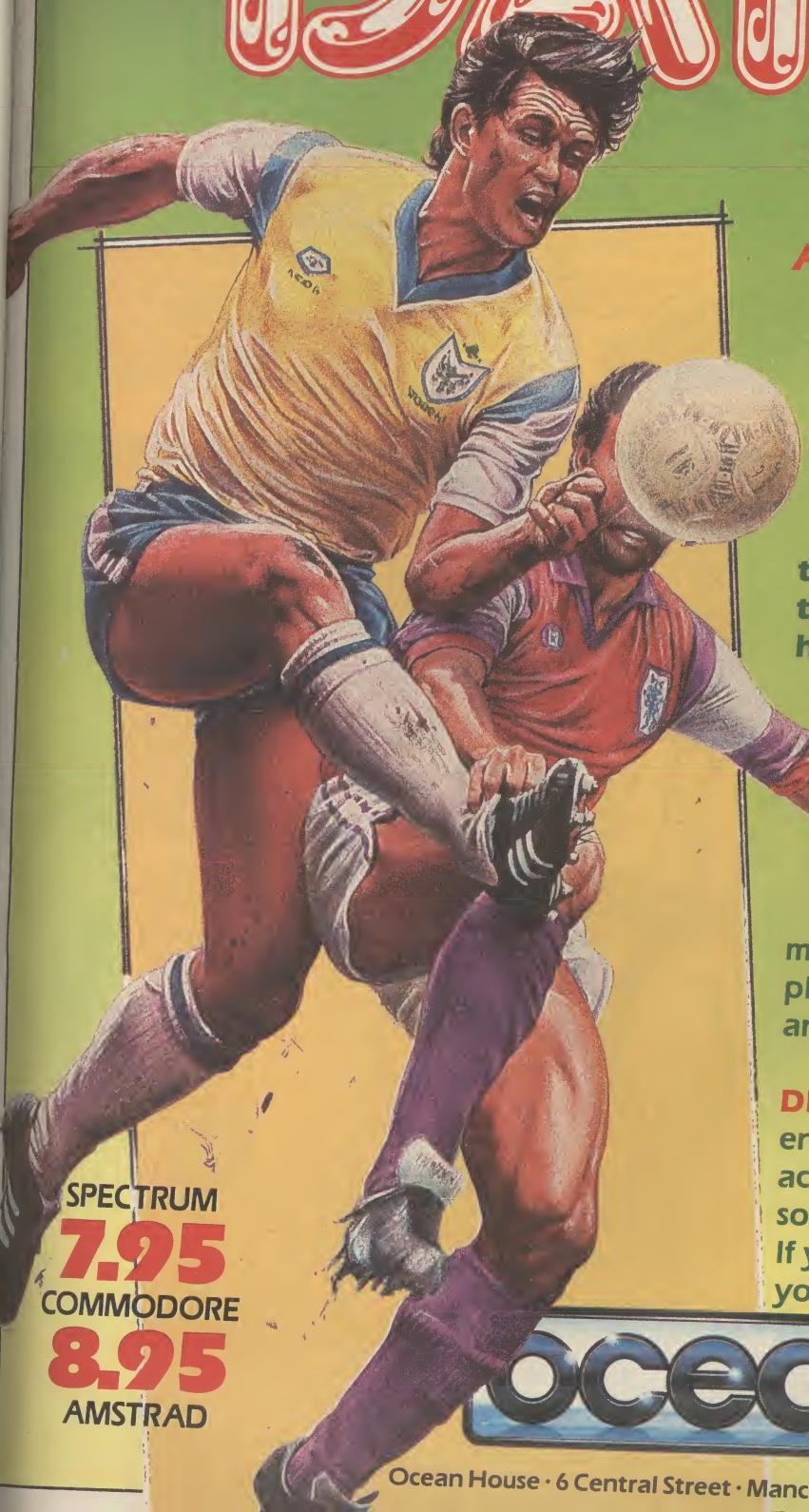
KONAMI! QUIZ!

- 1) How many troopers parachute down at the beginning of Konami's *Jackal* coin-op.
- 2) What is a Salamander? Is it a) a snake, b) a lizard, c) a small green furry creature that sneaks out of the C+VG office at 5.30 every afternoon?
- 3) Name ALL the weapons used by the *Nemesis* ship.

for delivery.

Meanwhile, why not have a go at getting a FREE Konami T-shirt by answering the extremely easy questions. Once you've done that send your coupon to *Computer and Video Games*, Konami Kompetition, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The FIRST 25 correct entries we receive will get a free t-shirt.

MATCH DAY III



"AT LAST"

A WORTHY SUCCESSOR TO THE EVER POPULAR MATCH DAY FOOTBALL SIMULATION – A GAME WHICH HAS REMAINED IN THE READERS CHARTS FOR 3 YEARS!

Written once again by Jon Ritman this NEW Match Day is the result of all the customer feedback and advice on how to create the pinnacle in computer soccer.

Pit yourself against the CPU or with 2 players – full league or cup competition with unique code – save facility.

Jump, head, volley and kick (using the kick meter) to move the ball from player to player with automatic deadball set ups and goalkeeper control.

DIAMOND DEFLECTION SYSTEM™ ensures realistic ball ricochet and the action comes with full music and sound FX.

If you want the very best in football for your micro then there's only one choice...

MATCH DAY II with multi-menu system makes the home computer come alive.

SPECTRUM
7.95
COMMODORE
8.95
AMSTRAD

ocean

Ocean House · 6 Central Street · Manchester · M2 5NS · Tel: 061-832 6633 · Telex: 669977

ERIK: PHANTOM OF THE OPERA

ELO, GOOD MOANING, JE M'APPLE RAOUL
AND I'M LUCKING FOR MA FIANCÉ
CHRISTINE WHO AZ DISPARUDE
ON THE WAY TO ZEE BOTCHER TO
GET ZUM ZOSSAGE
AND ZUM MATE

I DO NOT KNOW
WHERE EES YOR
FIANCÉ... ALLER
ASK ZOMWHERE
ELSE MON
MUCKER!

PSST, IT IS I, LE BERK,
I ZINC ZAT WOAMAN IN ZEE
CORNEUR AZ ZEEN YOUR
UZER ARF!

ZANKYOU VERY MERCY, I WILL
CHAT HER UP ABOUT IT
NOW.

THEN...

THE WOMAN AT THE TABLE
WAS MORE INFORMATIVE...

MASSEUR LISTEN CAREFULLY FOR I SHALL
SAY ZIS ONLY WERNCE, RUMEUR AS IT
ZAT SHE AS BIN KEEDNAPPED BY
LE PHANTOME DE L'OPERA'...
... UZERWISE KNOWN AS ERIK!

ZUT ALORS! I MUST
GAY ZERE IN MY CITROËN
2 CV...
... TO SAVE HER LOAF!

...CHEZ RONNIE

2CV OR NOT 2CV
ZAT EES ZEE QUESTION
ZERE EES NUT A
SICKHOUND TO WASTE.

BUT ZAT EES IMPOSSIBALL.
LE MOTEUR CAR HAS NOT BIN
INVENTED YET MASSEUR

BUT I HAVE INVENTED A
NOO FOAM OF TRANSPRE
COLLED ZEE SCRAPEBOARD.
I AM SHOWER ZAT IT WILL
CATCH ON WOAN DAY.
UNFORTUNATELY I AVUNT
INVENTED ZEE BRAKES YET...

KRISUS

Software Publishing Associates
Lower Ground Floor
197-199 City Road
London EC1V 1JN

* @ ! * BOF!

...ZAT EES WHY I CALL EET
ZEE SCRAPEBOARD. TIME
WILL PROBE ZAT I
AM RIGHT!

SOON MY LOVELY
.. SOON I SHALL
RESCUE YOU FROM
ZEE TERRIBUL FAKE
ZAT AWAITS YOU.

WILL RAOUL RESCUE CHRISTINE?
WILL HE TERMINATE ERIK, THE PHANTOM
OF THE OPERA'S, FIENDISH PLAN?
TO FIND OUT MORE (IF YOU CAN STAND IT)
TUNE INTO THE NEXT EPISODE.

THIS MONTH
THIS ISSUE!

KEEP TURNING THOSE PAGES
TO FIND A COMPETITION

ERIK: PHANTOM OF THE OPERA
SPECTRUM 48/128 £7.95
SPECTRUM +3 £9.95

Available from all
leading software
stores

SOMETHING HORRIFYING AND INP

SCIWARZENEGGER
RED

elite

OPPORTUNITIES

In-House and Free-Lance Technical Staff

Having established the key elements of a well organised and equipped 'in-house' software development team, the company has the following opportunities to offer in Entertainment Software Development.

Senior Programmers - O.T.E. £25K

Having been responsible for at least one technically excellent (though not necessarily commercially successful) entertainment software product you will be experienced in Z80, 6502 and/or 68000 assembler. You will be looking for an opportunity to join an 'in-house' environment committed to the development of original products and conversions of the very highest quality and will expect to call on graphics, music and other support functions of the highest calibre.

Programmers - O.T.E. £15K

Though not necessarily able to show direct involvement in any commercially available entertainment software products, you will be able to demonstrate through specific routines and demo programs, a high degree of technical ability in Z80, 6502 or 68000 assembler. You will be looking for an opportunity to realise your ambition to be responsible for the development of technically excellent entertainment software products and will expect to call on graphics, music and other support functions of the highest calibre.

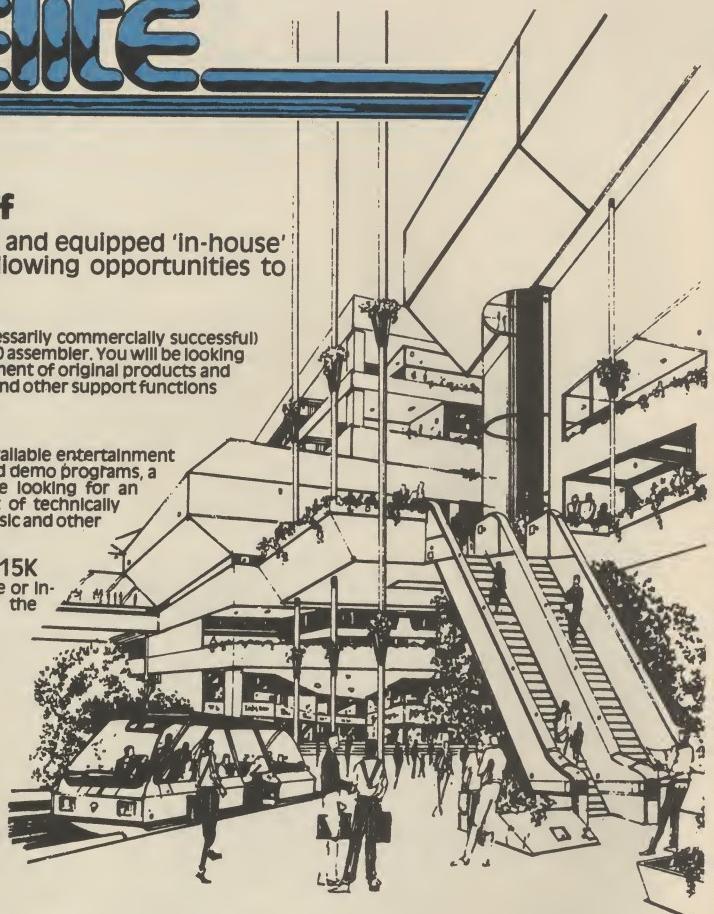
Graphic Artists/Musicians/Game Designer - O.T.E. £10-£15K

With or without formal qualifications you will already be working in a free-lance or in-house capacity supporting programmers in your specialist discipline in the development of commercially available/to be published entertainment software products. You will be able to demonstrate a number of different examples of your work and will be looking to put your experience to use whilst developing it further in the production of commercially available products.

All appointees to the above positions will be offered an attractive working environment, substantial basic salary and an opportunity to develop their ambitions with the full support of the company's management and financial strength. In addition to the above opportunities the company has a regular flow of program conversion contracts available at attractive rates to free-lancers and is particularly keen to support proven programmers and development houses wishing to write and have published by a major brand name original games for all popular machines.

If you would like to arrange an interview to discuss any of the above opportunities please write, giving full details of your relevant experience to:

Steve Wilcox - Director
Elite Systems Ltd, Anchor House, Anchor Road, Aldridge, Walsall WS9 8PW



INEXPLICABLE IS GOING TO HAPPEN.....



ACTIVISION

© 1987 Twentieth Century Fox Film Corp, All rights reserved. Trademarks owned by Twentieth Century Fox Film Corp and used by Activision Inc. under authorisation.

BUGGY BOY



Yeee-ha! Buggy Boy is about to start burnin' rubber around the circuit boards of YOUR computer pretty soon. Here we proudly present another of C+VG's legendary players guides thanks

to Elite's talented map makers.

This isn't quite a map of the game — more of a pictorial reference guide to the major hazards you'll encounter on the road with the bouncing buggy.



Hazards like walls, split-lane bridges, wooden barriers, rocks, tree trunks and footballs!?

Use this as a sort of route map before you start racing. Check out the different sorts of terrain

you'll find in the five different tracks – from desert to snow capped peaks.

Apart from that, our Buggy Boy map will look great stuck on your wall. Enjoy!

SURVIVE
TO
BECOME
A
CAPTAIN



ASSAULT
COURSE



FIRING
RANGE 1



IRON MAN
RACE



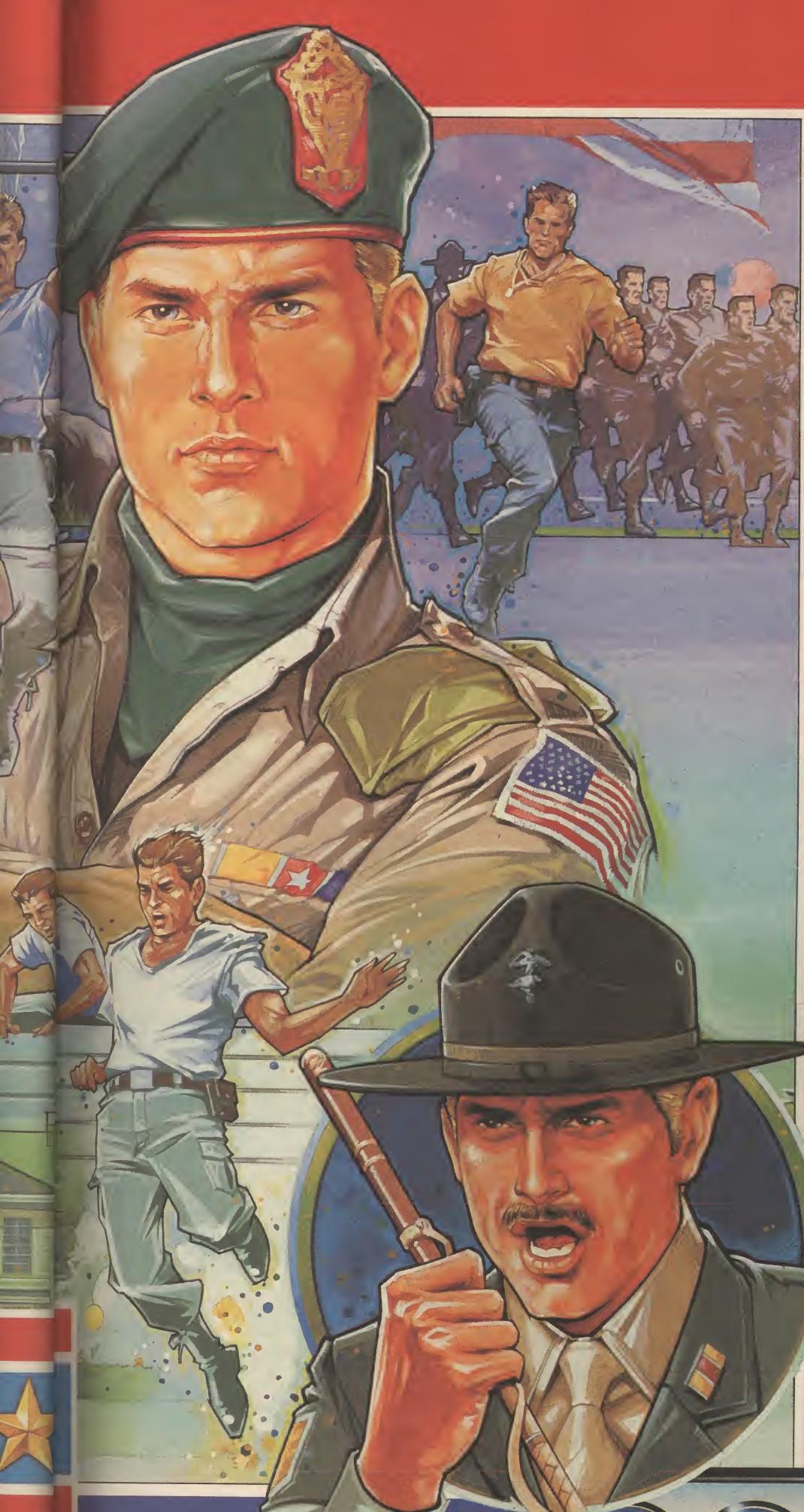
FIRING
RANGE 2



COMBAT SCHOOL

COMBAT SCHOOL TM and
Konami® are trademarks of
KONAMI © KONAMI 1987.

Clean
Tel



7

GRUELLING EVENTS PLUS A PENALTY STAGE



ARM
WRESTLING



FIRING
RANGE 3



FIGHT
INSTRUCTOR



CHIN-UPS
PENALTY

SPECTRUM

7.95

SPECTRUM

AMSTRAD

14.95

DISK

AMSTRAD

8.95

COMMODORE

AMSTRAD

12.95

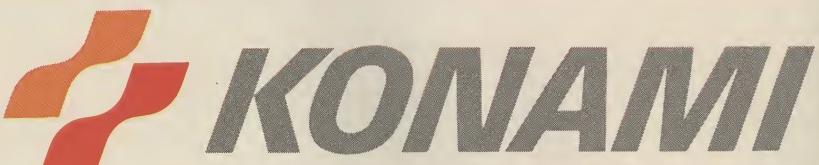
DISK

ocean

ACTION · EXCITEMENT · DESTRUCTION
IT IS THE WAY OF THE

JACKAL™

© KONAMI 1986



Win
an Actual Jackal
Arcade Machine
See pack for details

COMMODORE DISC £14·95
COMMODORE CASSETTE £8·95
SPECTRUM CASSETTE £7·95
AMSTRAD DISC £14·95
AMSTRAD CASSETTE £8·95
ATARI DISC £14·95
ATARI CASSETTE £9·95



KONAMI

Another gripping Arcade Conversion

DISTRIBUTED BY: N.M.C. LTD., 2 IFFLEY ROAD, LONDON W6 0PA. TEL: 01-846 9701



For subscription details please send a S.A.E. to:

KONAMI SOFTWARE CLUB

Bank Building, Bank Street, Newton Abbot, Devon TQ12 2JL.

KONAMI HELPLINE
0626 56789

ERIK: PHANTOM OF THE OPERA

CONTINUED

LITTLE DOES RAOUl KNOW, BUT I KNOW HE KNOWS WHERE I AM, AND I SHELL BE WETTING. THEN AND ONLY THEN SHELL I TEACH CHRISTINE TO SING BETTER THAN THE GREATEST OPERA SINGER OF OLE TIME



★ COMPETITION ★

Let us have your ending to this story in a cartoon strip.

The best 25 entries received by Crysyst, Software Publishing Associates will receive a free copy of Erik: Phantom of the Opera.

Please state Spectrum 48/128 or +3.

Judges decision is final. No cash alternative.

*Closing date for entries 31st December.
Winners notified by post.*

ERIK: PHANTOM OF THE OPERA

SPECTRUM 48/128 £7.95
SPECTRUM +3 £9.95

Software Publishing Associates
Lower Ground Floor
197-199 City Road
London EC1V 1JN

AVAILABLE FROM
ALL LEADING SOFTWARE STORES



GET IT BEFORE IT GOES!

*Don't let some weirdo
buy your copy!
Place a regular order with
your newsagent
NOW!*

Dear Mr Newsagent,
reserve me a copy of
Computer + Video Games.

Name: _____

Address: _____



Simon © 1987



Simon © 1987

MEAN MACHINE

Tony Takoushi will be pulling out all the stops to bring you all the latest, hottest news and reviews from the console scene—not only in the UK but worldwide. Just look at the gems in this issue's reviews of **Golf**, **Soccer** and **Clu Clu Land** plus a red-hot news on new games coming soon from the US/Japan. So stay with C+VG, it's where the NEWS is!

Peripherals tend to be regarded as novelties when it comes to consoles, but both **Sega** and **Nintendo** seem determined to establish their light guns and 3-D glasses as major players in the console buying concept.

Despite the trendy look of the **Sega 3D Glasses** I had assumed they would be like most of the previous efforts at 3D—nice idea, shame about the product. I was surprised!

There are currently two games for the glasses, **Zaxxon 3D** and **Missile Defence 3D**. I couldn't get my mits on the Zaxxon but Mastertronic did shove a **Missile Defence** under my nose!!

The glasses are large and shaped so that even people with glasses can fit them over their specs. They are wired into an adaptor which then fits into the card input on the console. Your game card then fits into its slot and away you go.

Initially when the game is played, it does take a little time to adjust to the perspective and I imagine it does depend on your own vision as to how strong the 3D image is.

Missile Defence is basically a game with six stages. You have to destroy missiles that are launched at either an Eastern or Western city.

There are three stages to the defence of each city. First you are faced with the launch sequence. Here missiles pop out of silos on either side of the screen and zoom out at you. Some will head out of the sides of the screen, others will come straight at you. These must be destroyed because they hit the screen

full-on you lose one of your three laser bases. The game is over when all three are destroyed.

At the end of this scene you see a count of the missiles launched and those you have destroyed. You are then told you have two more chances to destroy the missiles before they reach their destination in the East city.

Scene two is over the North Pole. Here missiles are large or small depending on flight angle, and they get real tough to take out.

The final scene is a real very tough one. You have to destroy the missiles as they fly down over you, heading for the city in the distance. Don't be nervous, just slip that finger round the fire button and blast the mothers out of the sky!

If you fail there is a destruction scene where the city explodes.

The West city defence follows the same pattern with a launch scene, a space scene and the final city scene—this scene is HARD.

If you complete all six scenes you start over at a faster speed.

The graphics and sound are good with some scenes working better than others, but again I stress that the image depends on your perception.

It is a good game although once you have clocked the six scenes it starts to get repetitive.

Still, this is an early game and new titles will develop the 3D format into something worthwhile.

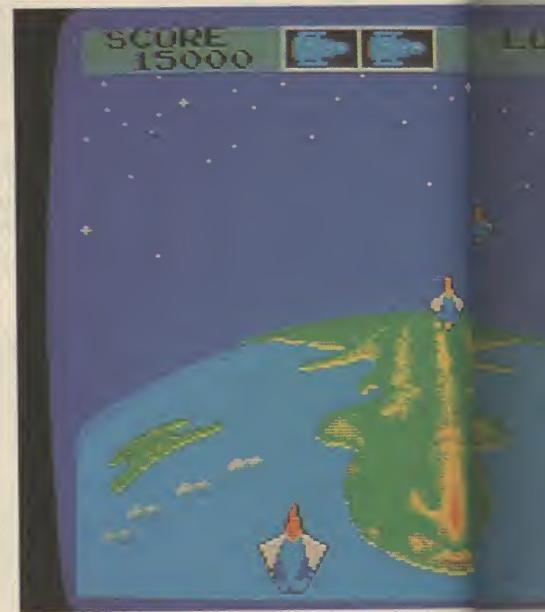
The glasses are not cheap at £40 a throw, but they do represent something new and different.

And it works!

REVIEWS

Over the next few months I will be reviewing ALL the **Nintendo** and **Sega** games available in the shops as well as reviewing the hot stuff to be released in the near future on these machines. But first here's a rundown on the first batch of **Nintendo** releases.

GOLF: By its very nature golf is a slow, thoughtful game. And to be entertaining on a console—or micro for that matter—it must have great attention to detail and presentation.



Nintendo Golf is a good game. It offers one player stroke game, two player stroke game and two player match game. A full range of woods and irons are available and you can control the swing, power and flight curve readily from the controller.

Sound is basic—to say the least—but then what sound DO you get playing golf!

There are variable factors to make the round tougher, wind direction needs to be watched and a keen eye to be kept on the part of the swing controlling the curve of the ball. Bunkers abound, and

are all too easy to fall into.

The only problem with reviewing **Golf** on the Nintendo is that I have played **Leaderboard** on the Commodore! Of course that IS the definitive version, but you can still while away the odd hour on this offering. It plays well and is challenging enough even for the hardened golfers among you.

SOCER: This is a real gem of a simulation. Most team sport simulations tend to be a bit dodgy when it comes to controlling players, but not this little beauty!

There are plenty of options to choose from, length of the match, skill level, two player option and team colours.

Control is nice and tight when you have mastered the art of passing and switching control to another player. This will take around a couple of minutes.

Gameplay is nice and

smooth with some bone crunching tackles if you should feel the urge.

All the elements from the sport are there with throw-ins, goal kicks, corner kicks, penalty shoot outs and off-sides.

At halftime you get a zippy display of girls in ra-ra skirts doing their dance routines before the teams trundle back out to start the second half.

This is a very polished game with good graphics and tunes. Above all it is playable and FUN. Go for it!

CLU CLU LAND: I almost switched this one off after a minute or so, but I re-read the instructions and sussed the gameplay. I could have kicked myself because this game is excellent. Simple concept, simple play, simple(ish) graphics and sound — yet I was hooked.

Clu Clu is a cross between the arcade golden oldies **Ladybird** and **Pacman**. It also boasts some novel gameplay and design elements. You control a girl called Bubbles, who looks like a fish to me, and you have to discover all the gold bars hidden over 20 screens.

Each screen has to be solved within a time limit and while zapping/ramming the standard issue nasties which roam at will over each maze.

To expose the gold you have to guide Bubbles around a maze and get her to look around various pillars scattered about. As she goes through pillar posts she exposes any gold hidden between them. There are bonus point to be had by picking up fruit and extra lives.



NEWS

● The arcade hit **Salamander** has now been converted to the Nintendo. As you can see from the screenshots, the graphics are superb. All the arcade features have been included with both vertical and horizontal attack waves.



Salamander and other Konami titles should be in the UK from January 1988 onwards.

● **Xevious** fans of the world unite. Apparently there was a follow up to **Xevious** called (wait for it) **Super Xevious**! It has been released in Japan for the Nintendo and from all accounts it is a hot item.

Not missing out on a good thing you can now save up all your hard earned YEN and go out and buy a model kit of the crafts from the arcade game (shame it's only 1/48th of the real thing?).

● It is quite rare for a UK game to make it in Japan, but Gremlin has scored a success with **Monty on the Run**. Apparently there was a bit of a culture difference when it was converted to the Japanese format and they couldn't relate to moles the way we do.

So... they changed Monty to a cute bearded criminal on the run, or maybe they just lost a little in the translation...?

● If all you Nintendo owners are a little disheartened at Sega 3-D glasses, then don't be! The Nintendo system does have glasses (although just

when will WE see them?) and they can be used with a game called **Highway Star**.

The game has more than a passing resemblance to **Outrun** with its rolling hills and twisty roads (more on this in the future) in fact in 3-D it could well be something special, watch this space...

The arcade licenses to **Rygar** and **Solomon's Key** were snapped up by US Gold for the 8-bit formats. Well Nintendo console owners haven't been forgotten as they are available on the console, but only in Japan.

Both Sega and Nintendo third party UK and European Licenses come up for grabs in 1988. This should mean that companies like Capcom, DataEast, SNK and Konami will be negotiating the release of their games into our markets.

Super Marios Bros is so popular that in Japan and the US there are official Super Marios Bros fan Clubs, with a handbook (detailing all the features) and tee-shirts of the characters.

Anyone over here willing to do the same?

There are currently 30 titles due for release on the Sega before Christmas with another 60 to follow next year. Nintendo has 27 at present with the third party stuff to follow next year.

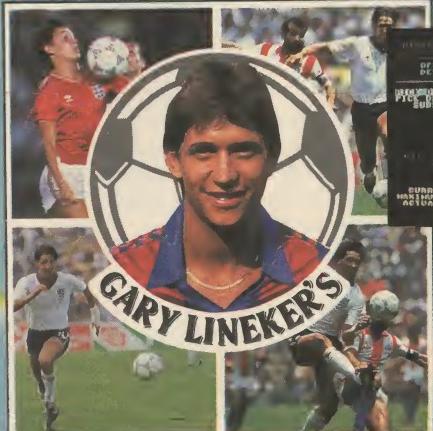
● Come on let's be having all your favourite tips for console games. This month's tip is for **Kung Fu Master** on the Nintendo.

The usual place to get stuck is on level three, at the end of the level you face a large sumo wrestler who with very few blows can wipe out your energy. To destroy him wait until he has just kicked then step forward and, while kneeling, punch rapidly to his stomach.

At the end of level four you are faced with a bomb throwing midget, to destroy him simply wait until he has thrown a bomb then step in and punch to the head rapidly, as he dies step back and repeat the process on his reincarnation.

Has anyone out there conquered level five?

GET TO GRIPS WITH A

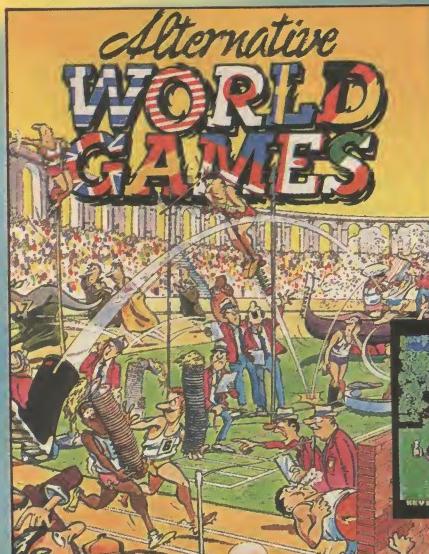


SUPERSTAR SOCCER

GARY LINEKER'S SUPERSTAR SOCCER

Take the brain teasing demands of football management, the mysterious qualities of team coach and add the explosive talents of a star striking centre forward and you've got Superstar Soccer - an original and innovative approach to the game of football that's every bit as breathtaking, every bit as exciting as Gary Lineker, England's premier striker.

CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.99



ALTERNATIVE WORLD GAMES

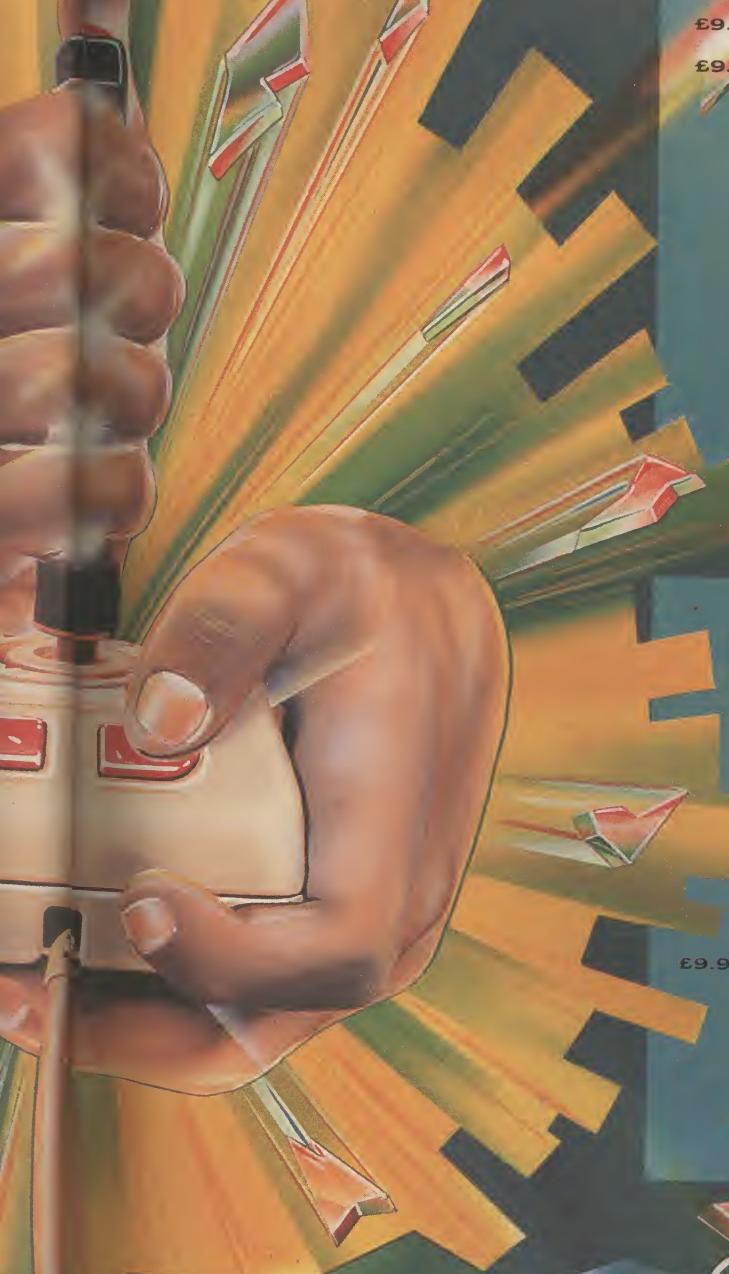
Why be serious when there's so much fun in taking an alternative view on things. Represent the country of your choice in such events as Sack Racing, Log Flogging, Running up wall's, Pole climbing and Boot Throwing. This ingenious but hilarious spoof will have you in stitches, not to mention Rivers, Sacks, Piles of sand.....come to think of it, it may get serious after all.



CBM 64/128
£9.99 C
£14.99 D
AMSTRAD
£9.99 C
£14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.99

IT'S A SHATTERING EXP

A GREMLIN GAME!!



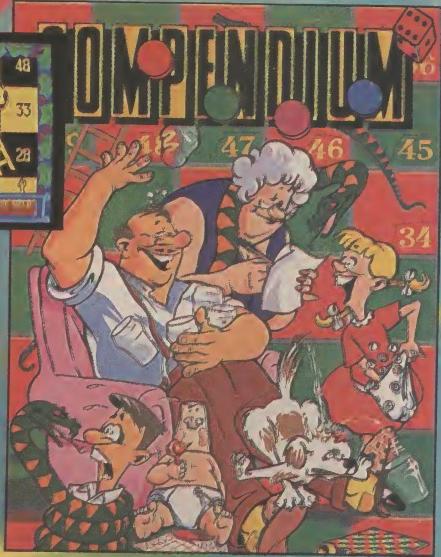
CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C £14.99 D
SPECTRUM
£7.99 C



COMPENDIUM

Wacky, Wacky, Wacky is the best way to describe this adaption of the traditional board games compendium. Your hosts are the Winks, father Tiddly Wink and his wife, Mavis Wink.

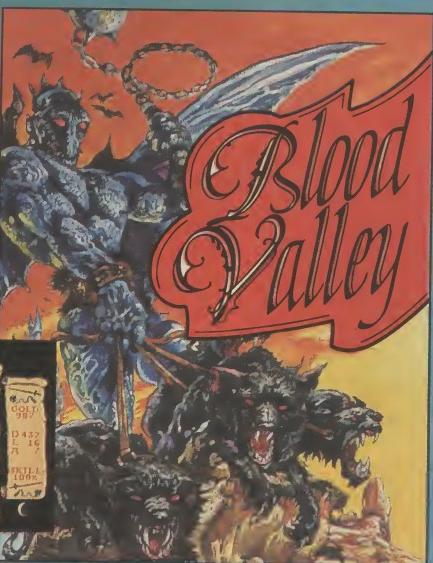
Up to four players can compete by taking the role of either one of the Wink children, the baby or the Wink dog. Play Snakes and Hazzards where real snakes wriggle across the board, or the pub game where a rather drunk Tiddly Wink flips his beer glasses in the air for the rest of his long suffering family to catch! Old favourites Ludo and Bingo are not forgotten in this hilarious game for one to four players.



BLOOD VALLEY

Archveult the hideous and mighty leader of the Firedrake has decreed that you must be hunted down like an animal and brought to sentence. Your only chance of survival is to escape the valley. Do you have the will and resourcefulness to succeed not only against your opponent but the creatures and eerie beings of the fantasy world of Orb as well. Based on the Duelmaster series of fantasy books by Mark Smith and Jamie Thompson, authors of The Way of the Tiger.

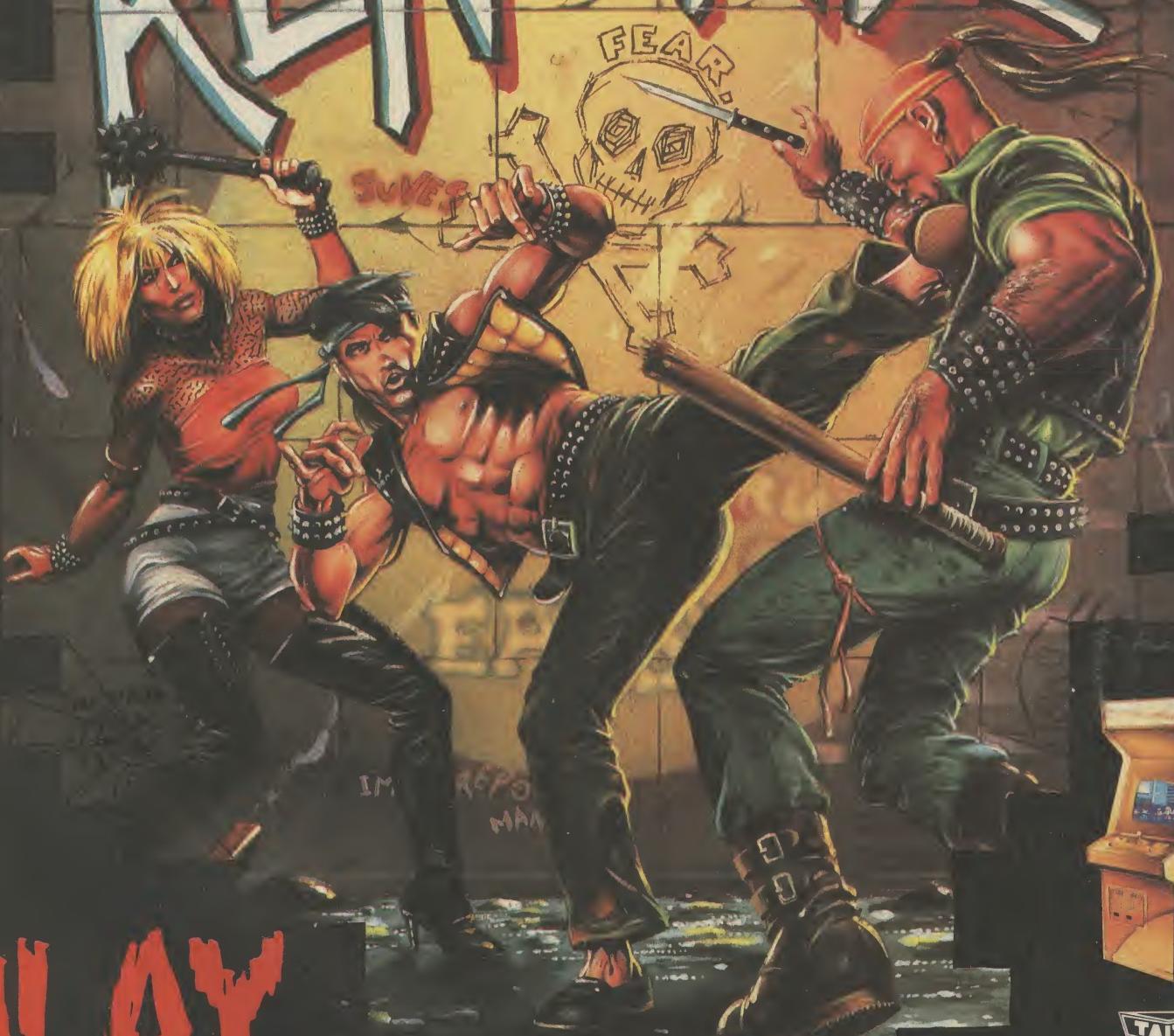
CBM 64/128
£9.99 C £14.99 D
AMSTRAD
£9.99 C
£14.99 D
SPECTRUM
£7.99 C
ATARI ST
£19.99



EXPERIENCE GREMLIN

PLAY...

RENEGADE



PLAY MEAN!

Licensed from Taito Corp., 1986. Programmed for Amstrad, Spectrum, Commodore by Imagine Software.



SPECTRUM

7.95

SPECTRUM

COMMODORE

12.95

DISK

COMMODORE

8.95

AMSTRAD

14.95

DISK

In the knife-edge world of the vigilante there is no place to rest, no time to think—but look sharp—there is always time to die! From the city subways to the gangland ghettos you will always encounter the disciples of evil whose mission it is to exterminate the only man on earth who dares to throw down the gauntlet in their path—the Renegade.

A breathtaking conversion of the arcade hit by Taito now for your home computer.

With all the original play features. **PLAY RENEGADE...PLAY MEAN!**

Imagine

*the name
of the game*

IMAGINE SOFTWARE · 6 CENTRAL STREET ·
MANCHESTER M2 5NS · TELEPHONE 061 834 3939 · TELEX 66997

Now the Summer will surely last forever!

The smell of the surf, the sun on your back, the sand between your toes... This isn't California Dreamin' - this is for real! Six of the best West Coast sports designed to set your pulse racing! Wow your friends with your incredible flying skateboard feats; or show your cool hacking at the sack.

Skate down the boardwalk, flip the Frisbee® and wheelie the BMX. And then the ultimate test - that King of Californian sports - shooting the curl as you battle with those giant Pacific rollers to decide which surfer truly rules the waves!

You'll be playing for big name sponsors like Pacer Skateboards, Ocean Pacific®, RAD Mag., Frisbee®, Hacky Sack®, Moray Boogie®, Burton®, Snowboards and Bluebird®, and contained in each pack you'll find a fun to enter competition to win quality products made by these companies too!

California Games™ features superb graphics, all the atmosphere of the West Coast, and one to eight

players can take part. All the quality you expect from a Epyx product is here and so much more. We could tell you more but instead let's hear what the critics have to say:

"California Games is quite simply the apex of computer sports gaming. Even in purely technical terms Epyx have somehow managed to surpass their own high standards - the pictures and sounds generated by this program are atmospheric beyond belief."

If you gather up all the superlatives from previous Epyx reviews

and add them together, you just might go halfway towards describing California Games".

- ZZAP 64.

"California Games has to be the best release this year so far. Some of the individual games are almost worth the asking price on their own".

- COMMODORE COMPUTING INTERNATIONAL.

Need we say more?

California ***** GAMES *****

TM



CBM 16/128	£9.99	CASSETTE	£11.99	DISK
SPECTRUM	£8.99	CASSETTE		
SPECTRUM +3	£12.99	DISK		
AMSTRAD	£9.99	CASSETTE	£14.99	DISK
MSX	£9.99			
IBM	£24.99			
AMIGA	£24.99			

PLUS

**PRIZES
TO BE WON IN
EVERY PACK!**

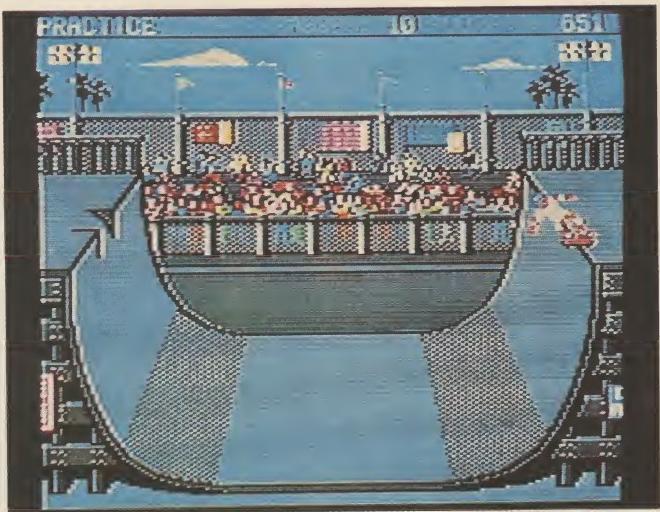


Manufactured and distributed under licence from Epyx
Inc. U.S. Gold Ltd.,
2/3 Holiford Way, Holiford,
Birmingham B6 7AX.
Epyx is a Registered
Trademark No 1195270.
All supplied by Marketrade.

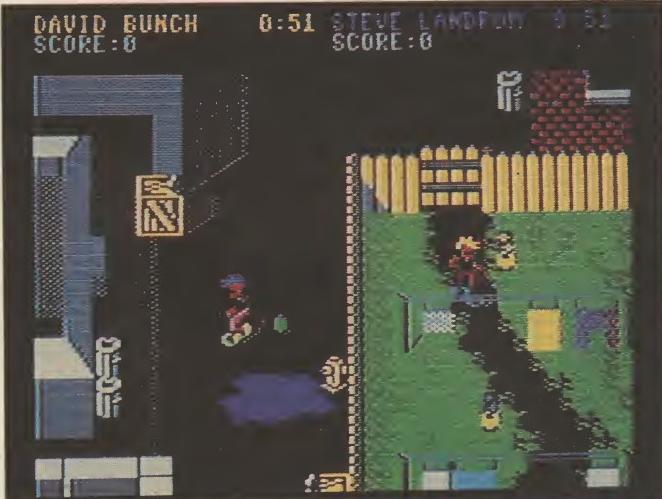
CBM 64

Epyx®

Street Scene . . .



Here's one really radical game that's going to give 720° a run for its money. *Skate or Die* is hot from Electronic Arts and puts you in charge of a set of hot wheels - a skateboard that is. Take your board out on the ramp and perform a well wicked set of moves, complete on the downhill speed course - complete with the nifty concrete tube manoeuvre. Take on a street punk on his own turf - race down mean streets packed with hazards. And beware, 'cos you can get involved in a bit of martial artistry with your opponent. All this and the epic



pool joust - this could start a whole new real life sport! It's set in a deserted pool - two skaters joust against each other with special poles the one who takes three falls first loses. Fun with a big F! Lots of extremely nice touches, great graphics and a Rob Hubbard soundtrack.

What more could you want?

Out soon on the 64 from EA at £9.95 on tape, £14.95 on disc. Our screen shows the ramp game and the street race.



Once the hunter, now you are the hunted. In CRL's *I, Alien* the tables have been turned following the unexpected arrival of a starship from earth. The humans on board said they had come in peace, in search of previous minerals. But the real purpose of their journey is soon discovered. A violent and catastrophic nuclear war has wiped out earth's entire animal population. The humans have no livestock and have been forced to search space for new laboratory specimens to cultivate a new food source.

The alien is intended to become one of the guinea pigs.

Your only means of escape is in your pod. Take this to a friendly planet for help. But beware, to reach the pod you will have to overcome vicious threats from all kinds of foes - mutants, droids, ice dragons and numerous other forces. Once conquered your task is to find the pod hidden somewhere in a vast labyrinth.

I, Alien, will be released for the CBM C64 in on cassette at £9.95 and on disc at £14.95.



No rest for the wicked. Especially if you're a Palace programmer. Steve Brown wasn't allowed to rest on his success with *Barbarian*. Along with his team he's been hard at work on *Rimrunner* a wacky scrolling shoot 'em up. But don't expect boring old space ships from Steve. Here you get a strange ant like creature riding an alien dinosaur protecting cities from the evil Arachnoids. *Rimrunner* is an insectoid soldier who patrols the borders of Insectoid cities making sure the generators which run the force shields are kept fuelled and operational. He dashed frantically around

the rim of his world zapping attackers. Lots of amusing animation as you'd expect from Mr B and his boys. *Rimrunner* can be knocked from his dino and falls to the floor rubbing his insect head. Then he whistles the cutest computer whistle you've ever heard to summon up a replacement mount! Fun and frolics in the Palace fashion and neat sounds from that other regular Palace soundsmith Richard Joseph.

The C64 version of *Rimrunner* should be out as you read this, with Spectrum Amstrad and Amiga versions to come.



Last month we brought you a wonderful *Jackal* poster – thanks to Konami – and this is a glimpse of the Spectrum conversion of the coin-op smash, heading your way soon. Watch out for a full review next month.



Knightmare and *Predator* head Activision's attack on the Christmas charts this year.

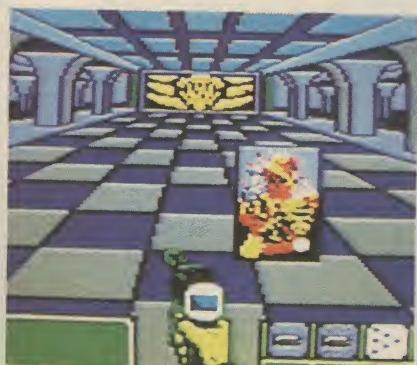
Knightmare, based on Anglia TV's brilliant television show, provides puzzles of it, it's claimed a varying nature not found before in computer games.

The game will be available for the Commodore 64/128, Spectrum, and Amstrad CPC, priced at £9.99 on cassette and £14.99 for Commodore 64/128 and Amstrad disks. An Atari ST version is due to be released in January next year.

Predator, starring Arnold Schwarzenegger, grossed \$12,000,000 after three days when released in America in June, and is now set to be premiered in the UK in January next year.

Currently being developed by System 3, the game follows the film's plot, placing you in control of Schaefer with a mission to destroy the predator. Before confronting the predator, Schaefer has to pass through numerous screens of treacherous jungle terrain, swarming with enemy guerillas. Extra equipment can be acquired along the way.

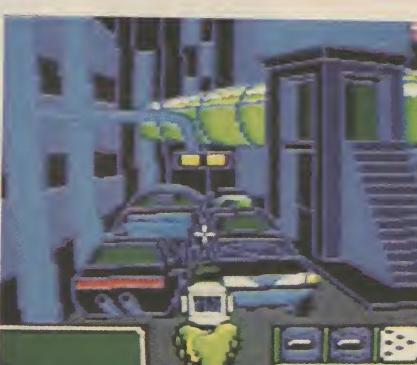
The game will be released to coincide with the film premiere, and will be available for the Commodore 64/128, Spectrum and Amstrad CPC at a price of £9.99 on cassette and £14.99 for the Commodore 64/128 and Amstrad disks.



Mega City is living in fear. The four dark Judges, Death, Fear, Fire and Mortis have arrived judging the living and absolving them of their guilt – by killing them!

Step forward that 2000AD curvy cutie Judge Anderson, elite Psi Judge, and the woman to save Mega City. These are early shots from Piranha's game which should be out on all formats before Christmas at £9.95 and £14.95

Judge Death kill people by thrusting his hand through the bodies of his victims. Fear opens the gate on his face mask and orders his chosen victim to "gaze into the face of FEAR"



Fire envelops his victims in a prism of flame and Mortis brings instant decay to his victims by just touching them.

You play Judge Anderson and because she has been out of service for some time there is a practice gallery for perfecting shooting skills before going into attack against the Dark Judges. But your arm must be true because innocent citizens and the city itself can easily be destroyed.

You must battle through four sectors of Mega City then out into the mutant wastelands before the final confrontation.



Introducing Captain Chuck Harrison, fighter pilot extraordinaire, star of Reaktor's *Out of the World*. Chuck jet enters another world when he goes faster than anybody else. In this



"other world" he is faced with alien hordes and must force the enemy to surrender.

Out for the Spectrum (£8.99), CBM and Amstrad (£9.99/£14.95 in November).

Gasp at the graphics and swoon at the sound – this is Rainbird's *Dick Special – The Search for Spook* on the amazing Amiga. It's got the best cartoon graphics we've ever seen . . .

You must move Dick through scrolling landscapes, solve puzzles and collect together items which will help locate and free his faithful hound.

Spook has been kidnapped on the eve of the Mr Doggiverse show. Dick is hit on the head and wakes up to find Spook missing. Setting off in pursuit his first task is to search the hotel, while overcoming hostility from the staff, inanimate objects and broken equipment.

It's programmed by Sandy White and Angela Sutherland, who were responsible for *3D Ant Attack*. It should be available in the New Year on the Amiga and Atari ST at £24.95.



Strip Poker II

A
AMIGA

A
Atari ST



ANCO

ANCO SOFTWARE LTD.
35 WEST HILL, DARTFORD, KENT
TEL: 0322 92513/18 · FAX: 0322 93422
MAIL ORDER HOTLINE: 0322 522631

VENTURE INTO THE MYSTICAL MEDIEVAL DARK AGES IN

A game that takes fantasy role playing one step further. You will experience all the action as you do real battle with your opponents. To prove yourself worthy of becoming chief wizard you must do combat with horrific monsters and cleverly outwit devious wizards with your spells collected through time. Witness the superb graphics that

set Wizard Warz apart from other strategy games and view through a circular screen that diminishes as your health weakens and makes your goal harder to achieve. See the effect of your spells as they hurtle across the screen in Wizard Warz combining fast moving action with depth of gameplay in a true fantasy role playing game that's a real strategical challenge.

WIZARD WARZ™

*Eye of Newt
Blood of Rat
Bring Me The Powers of
Vision & Combat!*



Screen shot from CBM version



COPYRIGHT 1987
CANVAS SOFTWARE

GO

TOMORROW'S SOFTWARE TODAY

601 Media Holdings Ltd., Units 2/3, Halford Way, Halford, Birmingham B6 7AX. TEL: 021 356 3388

CBM 64/128

£11.99 DISK
£9.99 TAPE

AMSTRAD

£14.99 DISK
£9.99 TAPE

SPECTRUM

48/128K
£8.99

ATARI ST £19.99

Mailbag!

• In your October issue you said you wanted to hear from girls who read C+VG. Cue me I'm 16 years old and I've been reading C+VG since September 1983.

Basically, C+VG is the best computer magazine around. Not perfect, but then, who is? *The Books of Games* are great, as are the occasional *Adventure Extras*, talking of which, Mr. Campbell's Adventure column is brilliant – the best part of C+VG, if I may say so. No prizes for guessing – yes, I'm an adventurer – you can tell by the spidery handwriting and my continual muttering of "Follow Gandalf".

None of my games were bought without a shining review from your team, and I recently bought the computer of my dreams, the Atari ST, which I have yearned for ever since that fateful review of *The Pawn* (a copy of which I am the proud owner, not to mention *The Guild of Thieves*).

Last weekend, with great effort and even greater expense, I translocated myself to the PCW show at Olympia where I confess I visited and revisited the C+VG stand, each time asking a different person for a sheet of stickers – thanks! I also managed to get my grubby paws on a cheerfully yellow C+VG bag, complete with Big Red 'n' all!

The fantasy section is very interesting – would you happen to know if anyone is planning to make a game of *The Belgariad* by David Eddings? If not, why not?

Complaint one: I couldn't find the 1986 yearbook: I sought it here, I sought it there, in fact, I sought it pretty well everywhere, to no avail. What happened?

Complaint two: I can't read the Adventure column when you put it on a dark coloured background. Could you perhaps sort that out?
*Sophia Chan,
Surbiton,
Surrey.*

Editors reply: So that is where all our stickers went!

Answering your moans

Sophia. 1) There was no yearbook in 1986

2) Sometimes Craig's artistic nature gets the better of him – then WE sort him out!

Please don't praise KC too much – he's too expensive already ...

• Congratulations on an absolutely mega November issue of C+VG – a tape, posters, lots of funny advertising bits which fall out, a million pages (well, almost) and all that for £1. How come all the other mags put the prices up for much less?

But what has happened to our dear, sweet, divinely beautiful Melissa R at IDEAs Central? She's changed beyond belief. Was it anything to do with her holiday? In October, there was the Melissa we know and love, boasting about going to a "sun drenched beach" for her holidays. And then in November she's totally changed. Was it the Harvey Wallbangers? The hard nightlife? Or did she swim in a radioactive sea? I know people do change but this is silly. Explanations please.

*George Brain,
Sheffield.*

Editor's reply: Would you believe a new hair-do? No, didn't think you would. Hmm. Okay, it's own up time. The picture was of Melissa's mum. You see the real Ms M disappeared. She's not been seen since her holiday. And we've received a ransom note (see IDEAs Central). Frankly we're frantic!

"horrific" examples of racism in computer games. The only overtly racist games I have seen are the usual "kill the nasty aliens" type.

All games are 'racist' towards the enemy of the piece. They have to be to justify the gameplay.

If you play a war game, taking the side of the British against the Germans we must have some racist feelings against them, wanting to beat/defeat them because they are our enemies (in the game) or the whole exercise would be pointless.

This is not real racism, but a deep rooted desire to protect our own against invaders or trouble makers. It may be right, it may be wrong – but it is part of the human nature and history.

That aside, sexism is a different matter. Sexism always brings out strong emotion in those who see it as an overwhelming attack on the position of women in society.

There maybe many examples of male dominance and female degradation in the outside world but as a whole there is really very little real sexism in computer software. A very large proportion of software programming is performed by males, with a male orientated

view. Therefore is it not unusual that games will be programmed with a male lead.

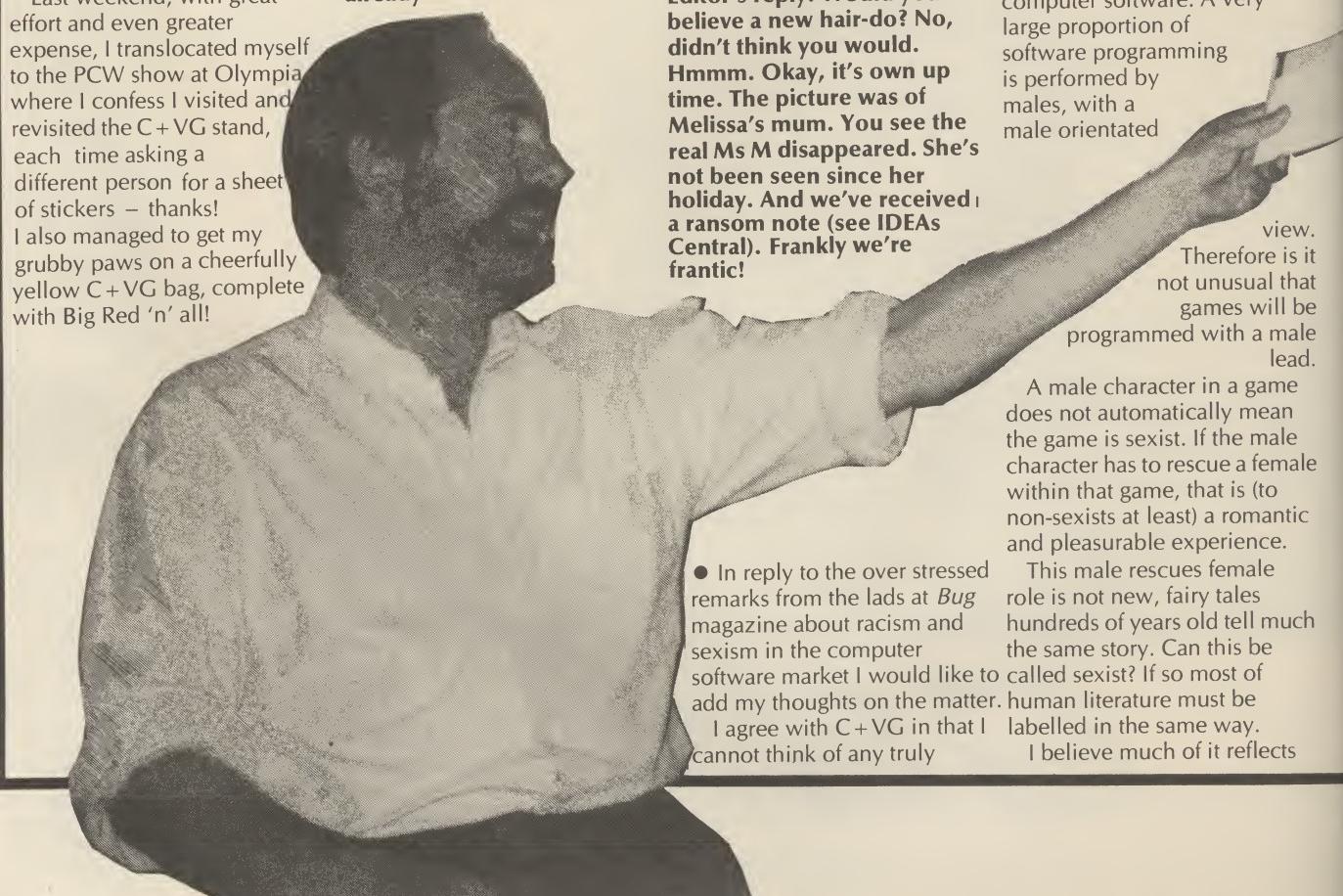
A male character in a game does not automatically mean the game is sexist. If the male character has to rescue a female within that game, that is (to non-sexists at least) a romantic and pleasurable experience.

This male rescues female role is not new, fairy tales hundreds of years old tell much the same story. Can this be called sexist? If so most of human literature must be labelled in the same way.

I believe much of it reflects

• In reply to the over stressed remarks from the lads at Bug magazine about racism and sexism in the computer software market I would like to add my thoughts on the matter.

I agree with C+VG in that I cannot think of any truly



real life, life as it is, and was in the past. Sexist, no! Realistic, yes.

The lads state that female editors of computer magazines have the chance to censor so-called sexist material. I'm sure they do this without their help, or with the insisting of any hothead group with a bee in their bonnet.

Some advertisers or software houses may push the barriers of good taste, but they know if they went too far their adverts would be banned with a drastic loss in software sales.

Female persons adorning the jackets of computer games are there to enhance the "good looks" of the product. I am sure that most men and women would agree that a female body is more attractive than a male one (and I say that as a compliment).

I myself do not really agree with the use of bodies – faces yes. Very often a female is shown in an advert to brighten up the product, very rarely as a tool to exploit or degrade as so many people think.

How many of those when protesting loudly about the women in the bathing costume on the cover of *Barbarian* also complained about the presence of a less covered male? I have heard non up to date.

Those complaints must in themselves be sexist for not mentioning that! Are we then to

And as the largest proportion of gameplayers are male the profits would still fall. No that argument doesn't wash with me.

The reason more lads than lassies play computer games is more fundamental than that . . . but that's another story!

T. Worrall,
Preston

Editor's reply: And this intelligent, thoughtful epic ends the sexism debate. OK?!

• I am writing to inform your readers of a home base connection service. Not to swap software but write software. If any of your readers are talented musicians, graphic artists, sprite designers and wish to be put on a programmers data base please write and send a S.A.E. to the address below.

This service is free all it'll cost is the price of stamps and envelopes. The service I'll put your readers in touch with the type of people they want eg coder needs graphic designers/artist. And through this hopefully we'll have a lot more software teams, teaming up. And a better chance of freelance software being published.

Richard Johnson,
20 Lauder Close,

Willenhall,
Wolverhampton,
W. Midlands
WV13 3QH

• I thought I would write to ask why you employ an Australian designer. Before you say you don't, think about how you are going to explain all the screen shots that you print upside down.

There are at least two issues, is this a secret competition that you haven't told the readers about.

Please explain.
Gerry Murray,
Kentish Town.

Editor's reply: Not Australian designers – Australian layout artists at our typesetters. And yes it is a secret competition – unfortunately the prize is a secret too. Tough!

The Pro's Choice

competition PRO

5000



Arcade quality joystick fitted with super sensitive microswitches for the ultimate in joystick control. Features include dual fire buttons for left or right hand operation; firm base pads for non-slip control and a robust steel shaft with rubber return for a smoother operation.

£14.95

competition PRO

5000



CLEAR

Arcade quality joystick with all features of the Competition Pro 5000 but with an exciting clear case.

SCORE LIKE A PRO!

£15.95

competition PRO

EXTRA



A brand new fully micro-switched arcade quality joystick. Features include RAPID FIRE; UNIQUE SLOW MOTION; dual fire buttons; firm base pads, for non-slip control and a robust steel shaft with rubber return for a smoother operation.

£16.49

The Competition Pro range of joysticks carry a two year guarantee.

The Competition Pro 5000 and Pro Extra are suitable for use with the following computers:

Amstrad/Schneider, ZX Spectrum (when used with an interface); MSX computers; Atari; Commodore 64 and VIC 20.

Amstrad, ZX Spectrum; Atari, and Commodore are trade marks respectively of Amstrad Consumer Electronics p.l.c., Atari International, Commodore International Ltd.

DYNAMICS marketing Ltd

A MEMBER OF THE
Burgess

COIN HOUSE NEW COIN STREET ROYTON OLDHAM OL2 6JZ ENGLAND
TELEPHONE: 061 626 7222 TELEX: 669705 COING

JUST THINK



What if you could buy all these hit games in a special pack for the price of one...Wouldn't that be fantastic?

And what if there was an extra FREE game included – say the best selling martial-arts simulation "Yie Ar Kung Fu".

Wouldn't that be sensational?

WELL NOW YOU CAN!
It's called...

The
MAGNIFICENT 7

And of course it's courtesy of Ocean

SPECTRUM,
AMSTRAD,
COMMODORE
CASSETTE

9·95
17·95

DISK

ocean



You
can buy
it on
December 1st
O.K.
®

Mailbag.

• Here are some serious comments regarding the *Bugs* comments. To him I say, so what if most characters in games are male? Are we to believe that young lads playing these games will grow up believing that women are the inferior sex, just because there is male cat in *Greyfell*. I think not.

I would like to hear what the *Bug* thinks, the consequences are going to be if male characters in games continue to dominate. Would we all – including the girls – be subconsciously trained into being sexist?

I doubt it, and I reckon people like the *Bug* are totally O.T.T.

Another point to be raised, is selling software through sexist adverts/posters with the game. He insinuated that the sole reason *Barbarian* got to 'number one was that Maria Whittaker was scantily clad on the cover. Rubbish!! Who would pay £10 for a poster! Especially if you could get one very similar in C+VG but bigger, for £1!!

Barbarian got to the top slot because it is a damn good game! Also does the *Bug* think that females don't buy a game with a male character in it? Preposterous! Ludicrous! Has he ever talked to anyone with normal views?

And I think, Jaron and Jeffrey, that women can do their own talking.

Chirry,
Derbyshire.

• After reading the letter in your mailbag column, about sexism, I had to put pen to paper. I've never read such a load of rubbish. There's nothing more annoying, or sexist, than a male trying to defend females against sexism. It seems like that sort of person feels we can't defend ourselves.

As for sexism in computer games, I can honestly say I don't think of the sex of a

character in any game. It is an object I am controlling in order to play the game.

The player becomes the character. So the sex is that of the player. As for *Strip Poker*, if you think it is degrading for women, don't buy the game.

How many women do you know who would like to be capable of being as cold blooded as a *Ninja* or *Rambo*?

Anyway you asked us girls to write in. Although I am no longer a young girl I hope I qualify. I've read your mag. for three years and enjoy it.

Mrs J Brartingham
Dover

• Being an avid reader of your mag. I was well pleased with T.T.'s remarks last issue.

Women are women. They should not and need not be portrayed as sex objects for the likes of men. Yours after all is a computer magazine and not *Playboy*!

A good friend of mine recently wrote to C.U. about Page 3 girls and the effect on women, as well as in computer games. She is a good person to write such a thing – as an ex-Penthouse girl, she can look at this issue from both sides. There are loads of computer mad females all over the world and I bet most feel a bit peeved at having to buy *Barbarian* with a Page 3 girl on the front.

On the subject of *Barbarian*, didn't you think it was a bit of a degradation to men as well? Come on girls, let's show this sexist computer world what it is doing to us. If C+VG and C.U. support us, we're gonna make an impact.

Katherine James,
Doncaster.

• I must write to say how I and sons enjoyed the PCW show. We used your stand as a meeting point, a very wise choice in my opinion. Your team were so friendly and

helpful to all the boys and girls with tips and help and I noticed that you didn't hassle them.

I am a mother of three boys, one husband, two dogs and three computers. So, sometimes I feel a bit left out, until I can get my hands on a game or two. My favourite is *Rockford* and *Boulder Dash*. Are there any other mums and dads out there who feel the same? If so why don't you ask all the kids what their parents love/hate.

A C Smith
London

P.S. Someone has to tell the directors what a great team they have in C+VG!

• I am sick and tired of hearing these no good trendy oiks, always saying the H.M. is dead and old hat. HM unlike the pulp musak that exists from time to time, and rears its ugly head, lives on and will never die. Being the natural heir to classical music it has produced more musical classics than any other form of music. *Stairway to Heaven*, *Stargazer* and *Heaven and Hell* to name but a few.

If it wasn't for HM bands today, there wouldn't be a guitar industry. Just look at all the new guitar lines the companies produce, all for the HM industry.

Musicians they are, and Gods of their craft, not pulp wimps that mime "cause they can't play".

If HM's so bad then why are the old punk bands switching over, and thousands of new bands forming each year? Two massive festivals a year, in Britain alone, shows that HM is alive and kicking.

Shows how much your car badge stealing trendies know about music. It may have not crossed your little mind but the *Beastie Boys* claim to like HM and have *Slayer* guitarist playing on their piece of vinyl

Slayer is a Death Metal band, and you can't get more HM hard core than them.

One simple page in a computer mag and you start winging. Look at us, we're the majority and we only get two hours a week, on one radio station from 10-midnight. You lot get non-stop pulp from morning till dusk on five channels, seven days a week.

I know it's hard for you wimps to comprehend that your really in the minority. Hard luck, and if you don't like HM – then you know what you can do.

Wayne, take no notice, they know not what they say or listen to. I was so angry, I wrote this at two in the morning. *Phil Napolitano*, Berks.

Editor's reply: Tough talkin' from Phil – anyone, wimps included, got anything to say?

• After being a devoted Amstrad CPC owner for a couple of years, I suddenly realised that Alan Sugars brainchild was pile of *****, so I decided to buy an Atari ST. As you seem to quite like this computer, I was wondering what C+VG's top ten ST games are, as I am a newcomer to this ST thing, I don't know what to buy.

Also, why on ST game reviews are the screen shots all blurred and horrible? Every other computer is OK, even the Spectrum. So, why are they blurred ie. *Addictaball*, *Road Runner* etc.

Also which is the best – *Impact*, *Addictaball* or *Arkanoid*? *Justin Mason*, Isle of Wight.

Editor's reply: Our top ten ST games? Difficult, but it would go something like this – not in order of merit – *The Pawn*, *Addictaball*, *Arkanoid*, *Road Runner*, *Leviathan*, *Karate Kid II*, *Backlash*, *Mercenary*, *Indiana Jones*, *Super Sprint*. As for *Addictaball* vs *Arkanoid* – it is a split decision here at C+VG. Play them first is our advice and make your own mind up!

IN A VAST, EXPANDING UNIVERSE THE
CHALLENGE IS SURVIVAL

CAPCOM™

SIDEWALKS

The ultimate experience for
trigger happy arcade astronauts...

The threat: the tyrannical Bozon, who aims to exterminate the earth and its people. The mission: Lieutenant Henry and Sergeant Sanders must save the Blue Globe. Battle your way through the waves of alien attackers forcing a path into their gigantic underground empire where the attack intensifies from all quarters - the underground sea as well as hidden enemy positions in the cavern walls. Finally, face Bozon's ultimate weapon, "The Mobil Armour Sentinel" in a desperate fight to the death. Classic "shoot 'em up" action combined with brilliant graphics and an outstanding test of reflexes.

Capcom USA Incorporated c.
1987. All rights reserved.
Manufactured and distributed
under licence from Capcom
USA by Go! Media Holdings
Ltd., Units 2/3 Holford Way,
Holford, BIRMINGHAM
B6 7AX.



Screenshots from Commodore version

CBM 64/128
£9.99 TAPE
£11.99 DISK
AMSTRAD
£9.99 TAPE
£14.99 DISK
SPECTRUM
£8.99 TAPE

TOMORROW'S SOFTWARE TODAY

GO! Media Holdings Ltd., Units 2/3, Holford Way, Holford, Birmingham B6 7AX, TEL: 021 356 3388

NEW LOW PRICE ST!



ONLY FROM SILICA

Finally, there's a personal computer that not only solves problems like other computers, but also solves the one problem that other computers have created. Affordability. Silica Shop are pleased to present the ST range of personal/business computers from £260. This was designed utilizing the most recent breakthroughs in semiconductor technology, producing a personal computer that performs tasks with fewer parts. Which means it costs less to make. And less to buy. The latest ST computers now include built-in power supplies and built-in disk drives. The TOS operating system and GEM windowing system are now on ROM chips which are already installed in the ST keyboard. This enables automatic instant booting when you switch on. Silica Shop are pleased to offer the complete Atari ST range. Our mail order department is situated in Sidcup and we have 3 retail outlets at Sidcup, Lion House (Tottenham Court Rd) and Selfridges (Oxford Street). We have eight years experience of Atari products, longer than any other UK company, and are well established as the UK's No.1 Atari specialist. With a gross turnover of over £9 million and in excess of 80 staff, we offer you unbeatable service and support. We provide several facilities which you will find invaluable during your Atari computing life and most of these facilities are available ONLY FROM SILICA. We suggest that you read through what we have to offer, before you decide where to purchase your Atari ST.

FREE STARTER KIT - Only From Silica

When you purchase any Atari ST keyboard, you will not only receive the best value for money computer on the market, but you will also receive the following from Atari Corporation as part of the package:

"BASIC Language Disk" "BASIC Manual" "ST Owners Manual" "TOS/GEM on ROM

If you buy your ST from Silica Shop, you will also receive:

"NEOchrome Sampler - colour graphics program" "1st Word - Word Processor"

In addition, we at Silica would like to see you get off to a flying start with your new computer, so we have put together a special ST STARTER KIT worth over £100, which we are giving away FREE OF CHARGE with every ST computer purchased at our normal retail prices. This kit is available ONLY FROM SILICA and is aimed at providing users with a valuable introduction to the world of computing. We are continually upgrading the ST Starter Kit, which contains public domain and other licensed software, as well as books, magazines and accessories all relevant to ST computing. Return the coupon below for full details.

DEDICATED SERVICING - Only From Silica

At Silica Shop, we have a dedicated service department of seven full time Atari trained technical staff. This team is totally dedicated to servicing Atari computer products. Their accumulated knowledge, skill and experience makes them second to none in their field. You can be sure that any work carried out by them is of the highest standard. A standard of servicing which we believe you will find ONLY FROM SILICA. In addition to providing full servicing facilities for Atari ST computers (both in and out of warranty), our team is also able to offer memory and modulator upgrades to ST computers.

1MB RAM UPGRADE: Our upgrade on the standard Atari 520ST-M or 520ST-F keyboard will increase the memory from 512K to a massive 1024K. It has a full 1 year warranty and is available from Silica at an additional retail price of only £86.96 (+VAT = £100).

TV MODULATOR UPGRADE: Silica can upgrade the 1040ST-F to include a TV modulator so that you can then use it with your TV set. This is an internal upgrade and does not involve any untidy external boxes. A cable to connect your ST to any domestic TV is included in the price of the upgrade which is only £49 (inc VAT). The upgrade is also available for early 520ST computers at the same price.

THE FULL STOCK RANGE - Only From Silica

We aim to keep stocks of all Atari related products and our warehouse carries a stock of over £2 million. We import many software titles direct from the USA, so you will find that we have new releases in advance of many of our competitors. Unlike dealers who may only stock selected titles, we have the full range. In addition, we carry a complete line of all books which have been written about the Atari ST. A range as wide as ours is something you will find is available ONLY FROM SILICA.

AFTER SALES SUPPORT - Only From Silica

Rest assured that when you buy your ST from Silica Shop, you will be fully supported. Our free mailings give news of releases and developments. This will help to keep you up to date with new software releases as well as what's happening in the Atari market. And in addition, our sales staff are at the end of a telephone line to service all of your Atari requirements. If you purchase an ST from Silica and would like any technical advice, we have a full team of technical support to help you get the best from your computer. Because we have both the staff and the systems specifically dedicated to providing after sales service on Atari ST computers, we are confident that our users enjoy an exceptionally high level of support. This can be received ONLY FROM SILICA.

FREE CATALOGUES - Only From Silica

At Silica Shop, we recognise that serious users require an in-depth information service, which is why we mail free newsletters and price lists to our ST owners. These are up to 48 pages long and are crammed with technical details as well as special offers and product descriptions. If you have already purchased an ST and would like to have your name added to our mailing list, please complete the coupon & return it to us. This information service is available ONLY FROM SILICA.

FREE OVERNIGHT DELIVERY - From Silica

Most orders are processed through our computer within 24 hours of receiving them. Most hardware orders are sent by the overnight GROUP 4 courier service FREE OF CHARGE to customers within the UK. This method helps to ensure minimum delay and maximum protection.

PRICE MATCH - Only From Silica

We hope that the combination of our low prices, FREE UK delivery service, FREE Starter Kit and FREE after sales support, will be enough to make you buy your Atari equipment from Silica Shop. If however, there is something you wish to purchase, and you find one of our competitors offering it at a lower price, then please contact our sales department, providing us with our competitor's name, address and telephone number. If our competitor has the goods in stock, we will normally match the offer (on a same product - same price basis) and still provide you with our normal free delivery. We realise that we are not the only company who will match a competitor's price. However, if you come to us for a price match, you will also be entitled to our after sales service, including free newsletters and technical support. This makes our price match promise rather special, something you will receive ONLY FROM SILICA. We don't want you to go anywhere else for your Atari products. So shop at Silica, the UK's No.1 Atari Specialist.

SIDCUP (& Mail Order)

1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

01-309 1111

LONDON

Lion House (1st floor), 227 Tottenham Court Rd, London, W1P OHX

01-580 4839

LONDON

Selfridges (1st floor), Oxford Street, London, W1A 1AB

01-629 1234 ext 3914

£260 +VAT=£299

SO MUCH FOR SO LITTLE!

There is nothing that can compare with the incredible value for money offered by Atari's 520ST-FM. For only £260 (+VAT=£299), you can purchase a powerful 512K RAM computer, with a 95 key keyboard (including numeric keypad), MIDI interface, GEM, a palette of 512 colours, mouse controller, and 512K built-in disk drive. The 520ST-FM has a TV modulator built-in, and comes with a lead to allow you to plug it straight into any domestic colour television set. The mains transformer is also built-in to the keyboard, so there are no messy external boxes. You couldn't wish for a more compact, powerful and stylish unit. Atari ST computers are now firmly established in the UK, there are nearly 500 software titles already available for a wide variety of applications and the list is growing all the time. And that's not all. When you buy your new 520ST-FM (or any Atari ST computer) from Silica Shop, you will get a lot more, including a FREE Silica ST Starter Kit worth over £100. Read the ONLY FROM SILICA section on the left, to see why you should buy your new high power, low price 520ST-FM from Silica Shop, the UK's No.1 Atari Specialists. For further details of the range of Atari ST computers and the FREE Silica ST Starter Kit, complete and return the reply coupon below.

ATARI 520ST-FM NOW ONLY £260 (+VAT=£299)

520ST-FM with 512K RAM & mono monitor £399 (inc VAT)

Upgrade from 512K RAM to 1024K RAM £100 (inc VAT)

ATARI 1040ST-F - NEW PRICE

We are pleased to announce a new reduced price point on the 1040ST-F which is now available for only £499 (inc VAT). The 1040 is a powerful computer with 1Mb of RAM and also includes a built-in 1Mb double sided 3½" disk drive. The 1040 has been designed for use on business and professional applications most of which require a high resolution monochrome or colour monitor. It does not therefore have an RF modulator for use with a domestic TV set. Modulators can be fitted for £49 (inc VAT). 1040ST-F Keyboard Without Monitor £499 (inc VAT) 1040ST-F Keyboard + High Res SM125 Mono Monitor £599 (inc VAT)

If you would like further details of the 1040ST-F, return the coupon below.

MEGA ST'S NOW IN STOCK

For the user who requires even more RAM than the 520 or 1040 ST's offer, the new MEGA ST computers are now available. There are two MEGA ST's, one with 2Mb of RAM and the other with a massive 4Mb. Both new computers are fully compatible with existing ST's and run currently available ST software. The MEGA ST's are styled as an expandable Central Processing Unit with open architecture and a detachable keyboard. They are supplied with GEM, a free mouse controller and all extras as with the 520 or 1040. Prices are as follows:

MEGA ST 2Mb Keyboard + CPU	£599 (inc VAT)
MEGA ST 2Mb Keyboard + CPU + SM125 Mono Monitor	£599 (inc VAT)
MEGA ST 4Mb Keyboard + CPU	£799 (inc VAT)
MEGA ST 4Mb Keyboard + CPU + SM125 Mono Monitor	£799 (inc VAT)

If you would like further details of the MEGA ST's, return the coupon below.

ATARI ST

To: Silica Shop Ltd, Dept CVG 1287, 1-4 The Mews, Hatherley Road, Sidcup, Kent, DA14 4DX

PLEASE SEND ME FREE LITERATURE ON THE ATARI ST

Mr/Mrs/Ms: Initials: Surname:

Address:

Do you already own a computer?
If so, which one do you own?

Postcode:



Pen Pal Page.

● Hi, I'm a 14-year-old CBM64 owner who would like to get in touch with anyone – male or female – from all over the world. I like Karate games. Please write to me.

*Gary Ledsham
Clwyd*

● I would like to tell your readers of a new computer club. The club will have news letters printed bi-monthly and will include info. relating to news, tips for new disc users, articles on computer related subjects, members letters, etc. etc. All enquiries should be sent to Spectrum Users Disc Society (S.P.U.D.S.).

*c/o Ken Sutherland
16 Second Ave
Bearsden
Glasgow G61 2LR*

● Hi, I am a 12-year-old kid. I speak English and German and I am a very lonely Amstrad user. If anyone out there has an Amstrad, and would like to chat or anything like that, just write to me.

*Tarek Elk-Semman
Hillingdon*

● My name is Ann. I am 18-years-old and own a Spectrum+. I also like chart music. I would like male pen pals aged 16 to 21. Please send photo if possible.

*Ann Corcoran
Scotland*

● Greetings from Canada. I am a 16-year-old Amiga user interested in meeting any other Amiga users who want to swap tips, ideas, info and basically anything else interesting. I have several friends who might want to be penpals also.

*Jim Pun
575 Bathurst St
Toronto, On
Canada
M5S 2P8*

● I own an Atari 65 XE and I'm looking for pen friends. I'd like to exchange game clues and programming tips. My other hobbies are rock music, films and sport. I'm hoping to find pen pals between the ages of 12 and 18,

preferably in Australia, New Zealand, USA, UK and the Pacific.

*Tomasz Wilusz
ul. Olsztyńska 29 m. 203
26 600 Radom
Poland*

● I am a 24-year-old Amstrad CPC 6128 owner looking for anyone regardless of sex anywhere in the world, who are avid adventure players. I wish to swap ideas and tips.

*Bryan Roberts
17 Chedworth Way
Eden Hill 6054
Perth
West Australia*

● Yoh! Any humans want a CPC 464 penpal? Male/female – I don't mind and I don't mind if you live abroad. I'm 12 years old and I am a computer freak and I hope you will swap news, etc. Well, my name's Neil and I hope to hear from you soon.

*Neil Taylor
West Midlands*

● I am a 17-year-old boy who would like to have some female pen pals all over the world. I own a C64 computer and I am a member of the CCF-Team. I am waiting for your letters.

*Dimitri van Middelkoop
Mahlerrode 29
2717 CL Zoetermeer
The Netherlands*

● Hi there all you Amstrad CPC 464 owners. I am 12½ years old and would like an Amstrad owner as a pen pal – 11 to 13 years old.

Willing to swap pokes, maps, ideas, etc. I'll write back to any letters.

*Graeme Appleton
Bucks*

● I am a boy from Finland and I would like a pen pal who owns a C64 or, as I do, a C128. I have got a disk drive and 1530 datasette and I would like to swap hints, tips etc. I await letters from every corner of the world.

*Reijo Pentinmaki
61270 Lupajarvi
Finland*

● I am an Amiga User looking for others from every part of the world. My interests are programming, games and designing. Please write to:

*Stefan Didak
Doelstraat 147
3011 Aj Rotterdam
The Netherlands*

● Hi, I am 12 and would like a male pen pal aged between 11 and 13. I own a BBC model B with a double 40/80 disc drive. I also like pop music – especially Queen, and playing the keyboards. I would prefer a penpal from England.

*Andrew Breeze
Leeds*

● I am a computer freak, who likes to write with everyone from all over the world. If you're interested write to:

*Eddy Van Hoeserlande
St-Donaasstraat 30
8380 Zeebrugge
Belgium*

Oh yes, I own a CBM

● Amiga User wants penpals. All letters will be answered.

*Erik Nilsen
Fullriggervn 33
N-4056 Tanager
Norway*

● I am an Australian CBM64 owner who loves Arcade Adventures. I would like a penpal from any country who enjoys Marvel and DC comics, Crowded House, Inxs, Paul King, Eastenders and going out. C.R.I.T.C. is coming. Write now.

*Luke
5/115 Pacific Pde
Dee Why
Sydney, 2099
NSW, Australia*

● I am a 16 year old MSX 64K owner who would like to swap letters, maps, pokes etc. with any owners all over the world. I promise to answer all letters.

*David Harkins
Newcastle upon Tyne*

1 IT'S THE 4TH JULY AND THE NATION IS SET FOR AN ALMIGHTY CELEBRATION.

2 INTO THE COMPARENT CALM OF THE WHITE HOUSE BURSTS THE MANIC DR. MEGALOMANN. "STEP DOWN MR PRESIDENT, SUBMIT TO MY RULE OR TODAY AMERICA WILL KNOW A PLAGUE FROM WHICH DEATH WILL SEEM A HAPPY RELEASE".

SCREENSHOTS FROM COMMODORE VERSION.

H KIDS! NO TIME TO LOSE. C.I.A. SAY THERE'S AN UNIDENTIFIED MISSILE LOCATED IN AN UNDERGROUND SILO IN THE MIDDLE OF THE CALIFORNIAN DESERT. MUST BE THE ONE! CLIMB ABOARD THE SKY CYCLE. TOGETHER WE CAN SAVE THE FREE WORLD. GOD SAVE AMERICA!

CBM 64/128
£9.99 £11.99
TAPE DISK

AMSTRAD
£9.99 £14.99
TAPE DISK

SPECTRUM £8.99

ATARI ST £19.99

CAPTAIN AMERICA

IN: THE DOOM TUBE OF DR. MEGALOMANN



IRON HORSE

Hands up Gringos!

**Justice waits on the old
Iron Horse express.**

**Capture the thrills and spills of
the old prairie. The action is
dynamite as bandits attack
the train you guard.**

COMMODORE DISC	£14.95
COMMODORE CASSETTE	£ 8.95
SPECTRUM CASSETTE	£ 7.95
AMSTRAD DISC	£14.95
AMSTRAD CASSETTE	£ 8.95

 **KONAMI**

**Another gripping
Arcade Conversion**

DISTRIBUTED BY: N.M.C. LTD., 2 IFFLEY ROAD, LONDON, W6 0PA
TELEPHONE: 01-846 9701 TELEX: 94013766 NMCL G. FAX: 01-741 2283



For subscription details please send a S.A.E. to:

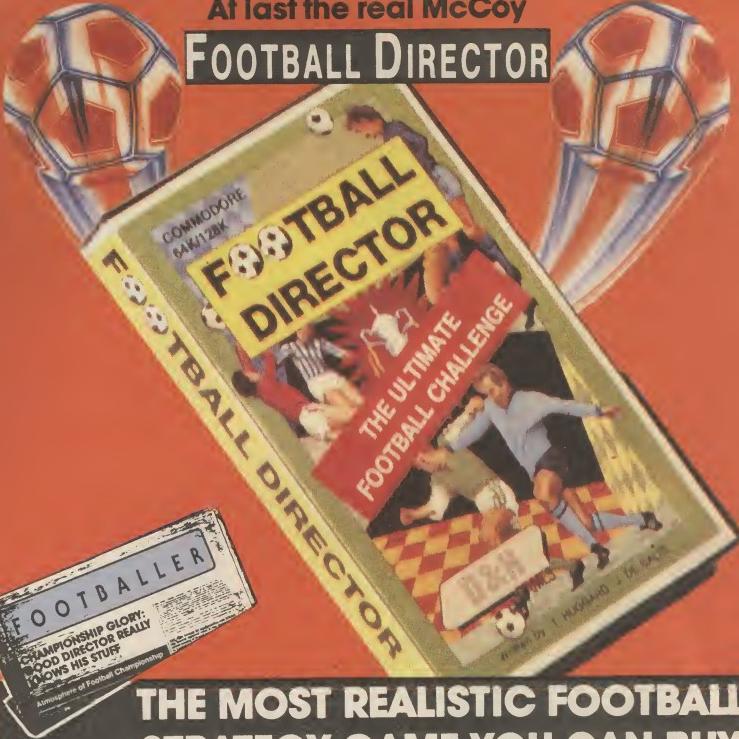
KONAMI SOFTWARE CLUB

Bank Building, Bank Street, Newton Abbot, Devon TQ12 2JL.

**KONAMI HELPLINE
0626 56789**

At last the real McCoy

FOOTBALL DIRECTOR



THE MOST REALISTIC FOOTBALL STRATEGY GAME YOU CAN BUY

AVAILABLE FROM ALL LEADING RETAILERS

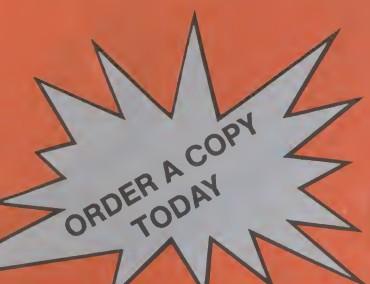
FEATURES

Four Leagues
20 Teams each
38 Game Seasons
Home + Away
FA/League Cup
Replay European Cup
U.E.A.F. Cup
Cup Winners Cup
2 Legs: Aggregate
Penalties: Players
Morale: Skill
Field Positions
Scoreline Conceded
Played: Fixture List
P.W.L.D.F.A.P.T.S
Scouts: Coach: Physio
Youth Team: Gamble
Substitutions
Send-off Lists
Postponements
Midweek Games
Injuries: Free Transfers
Buy/Sell Shares

Retirements
Transfer Market
Internationals
European Tours
13 Leagues
Manager Rating
Printer Option
8 Reserves: Promotion
Relagation
Weekly News
Growth: Mortgage
Save Game Interest
Tax Sponsors
Full Results
Season Tickets
Next Game
Gate Money
Season Counter
TV Camera
Crowd Violence: Wages
Manager Approaches
Testimonials
Weeks Profit

Name Editor
Team Editor
LMTG Counter
League Titles
SIS
Extra Training
Insurance
Build Stands
Pools Panel
Manager of the Month
+ MUCH MORE

FEATURES VARY WITH
DIFFERENT COMPUTERS



SPECTRUM SCREENSHOTS

TIME 90 MIN			AWAY
NOTTS FOR	(1) 3	DERBY C	(0) 1
SUTTON	24 MIN	MILLS	68 MIN
HUNT	77 MIN		

EVERTON			PLYMOUTH				
ASTON V	P	BRIGHTON		0			
WEST HAM	0	OLDHAM A		0			
MAN UTD	0	TOTTENHAM		1			
CRYSTAL P	0	BARNESLEY		0			
LIVERPOOL	0	CHARLTON		0			
LEEDS UTD	0	NORWICH C		0			
NEWCASTLE	0	ARSENAL		0			
SOUTHAMPTON	0	BIRMINGHAM		0			
PERSONAL	3-2	SOUTHAMPTON		0			
NORWICH C	1-3	ARSENAL		1			
LEEDS UTD	0-1	BRIGHTON		0			
BARNSLEY	0-3	BARNESLEY		0			
TOTTENHAM	0-1	CHARLTON		0			
BRIGHTON	0-0	NORWICH C		0			
DERBY C	0-3	ARSENAL		0			
EVERTON	1-0	BRIGHTON		0			
		EVERTON		-			

FIXTURES		
ASTON V	2-0	ASTON U
WEST HAM	0-5	WEST HAM
MAN UTD	1-0	MAN UTD
CRYSTAL P	0-6	LIVERPOOL
LIVERPOOL	2-0	LEEDS UTD
LEEDS UTD	1-0	CRYSTAL P
NEWCASTLE	3-1	NEWCASTLE
SOUTHAMPTON	0-0	SOUTHAMPTON
PERSONAL	3-2	ARSENAL
NORWICH C	1-3	NORWICH C
LEEDS UTD	0-1	BRIGHTON
BARNSLEY	0-3	BARNSLEY
TOTTENHAM	0-1	CHARLTON
BRIGHTON	0-0	NORWICH C
DERBY C	0-3	ARSENAL
EVERTON	1-0	BRIGHTON
		EVERTON

GOALS			PLD	INJURIES
G. MANTON	13	29	0	
G. COLLINS	1	91	1	
G. BOLYER	1	65	0	
G. CRIBB	4	369	0	
G. WEBB	3	391	0	
G. LEECH	0	4	0	
G. LAUTON	3	73	0	
G. MUNTE	21	188	0	
G. COOPER	3	171	0	
G. SUTTON	6	74	0	
G. PIERCE	0	261	0	
G. CLARKE	0	51	2 WEEKS	
G. MUNTE	0	61	2 WEEKS	
G. COOPER	0	81	13 WEEKS	
G. PIERCE	0	89	13 WEEKS	

SEASON 14 H MENU

GOALS			PLD	INJURIES
G. MANTON	13	29	0	
G. COLLINS	1	91	1	
G. BOLYER	1	65	0	
G. CRIBB	4	369	0	
G. WEBB	3	391	0	
G. LEECH	0	4	0	
G. LAUTON	3	73	0	
G. MUNTE	21	188	0	
G. COOPER	3	171	0	
G. SUTTON	6	74	0	
G. PIERCE	0	261	0	
G. CLARKE	0	51	2 WEEKS	
G. MUNTE	0	61	2 WEEKS	
G. COOPER	0	81	13 WEEKS	
G. PIERCE	0	89	13 WEEKS	

SEASON 14 H MENU

HOME G. MUNTE

GK GOALKEEPER 6

D DEFENDER 6

M MIDFIELD 4

A ATTACK 6

RESERVES 8

GOALKEEPER 6

DEFENDER 6

MIDFIELD 4

ATTACK 6

SUB 6

COACH JACKSON URSH

BANK £243064

MENU CHANGE SQUAD SELL EDIT

STAFF

HIRE YOUTH TEAM £3822 P/U

SACK CORM STAFF

SACK PHYGIOS SALARIES

SACK SCOUT

INFORM SCOUT OF PLAYER WANTED

CURRENTLY SEEKING 0 5

FOR 0 ENTER 0

D ENTER 2

M ENTER 4

CURRENT FORM? BANK £243064

SEASON 14 H MENU

STAFF

HIRE YOUTH TEAM £3822 P/U

SACK CORM STAFF

SACK PHYGIOS SALARIES

SACK SCOUT

INFORM SCOUT OF PLAYER WANTED

CURRENTLY SEEKING 0 5

FOR 0 ENTER 0

D ENTER 2

M ENTER 4

CURRENT FORM? BANK £243064

SEASON 14 H MENU

HOME G. MUNTE

GK GOALKEEPER 6

D DEFENDER 6

M MIDFIELD 4

A ATTACK 6

RESERVES 8

GOALKEEPER 6

DEFENDER 6

MIDFIELD 4

ATTACK 6

SUB 6

COACH JACKSON URSH

BANK £243064

MENU CHANGE SQUAD SELL EDIT

STAFF

HIRE YOUTH TEAM £3822 P/U

SACK CORM STAFF

SACK PHYGIOS SALARIES

SACK SCOUT

INFORM SCOUT OF PLAYER WANTED

CURRENTLY SEEKING 0 5

FOR 0 ENTER 0

D ENTER 2

M ENTER 4

CURRENT FORM? BANK £243064

SEASON 14 H MENU

STAFF

HIRE YOUTH TEAM £3822 P/U

SACK CORM STAFF

SACK PHYGIOS SALARIES

SACK SCOUT

INFORM SCOUT OF PLAYER WANTED

CURRENTLY SEEKING 0 5

FOR 0 ENTER 0

D ENTER 2

M ENTER 4

CURRENT FORM? BANK £243064

SEASON 14 H MENU

STAFF

HIRE YOUTH TEAM £3822 P/U

SACK CORM STAFF

SACK PHYGIOS SALARIES

SACK SCOUT

INFORM SCOUT OF PLAYER WANTED

CURRENTLY SEEKING 0 5

FOR 0 ENTER 0

D ENTER 2

M ENTER 4

CURRENT FORM? BANK £243064

SEASON 14 H MENU

STAFF

HIRE YOUTH TEAM £3822 P/U

SACK CORM STAFF

SACK PHYGIOS SALARIES

SACK SCOUT

INFORM SCOUT OF PLAYER WANTED

CURRENTLY SEEKING 0 5

FOR 0 ENTER 0

D ENTER 2

M ENTER 4

CURRENT FORM? BANK £243064

SEASON 14 H MENU

STAFF

HIRE YOUTH TEAM £3822 P/U

SACK CORM STAFF

SACK PHYGIOS SALARIES

SACK SCOUT

INFORM SCOUT OF PLAYER WANTED

CURRENTLY SEEKING 0 5

FOR 0 ENTER 0

D ENTER 2

M ENTER 4

CURRENT FORM? BANK £243064

SEASON 14 H MENU

STAFF

HIRE YOUTH TEAM £3822 P/U

SACK CORM STAFF

SACK PHYGIOS SALARIES

SACK SCOUT

INFORM SCOUT OF PLAYER WANTED

CURRENTLY SEEKING 0 5

FOR 0 ENTER 0

D ENTER 2

M ENTER 4

CURRENT FORM? BANK £243064

SEASON 14 H MENU

STAFF

HIRE YOUTH TEAM £3822 P/U

SACK CORM STAFF

SACK PHYGIOS SALARIES

SACK SCOUT

INFORM SCOUT OF PLAYER WANTED

CURRENTLY SEEKING 0 5

FOR 0 ENTER 0

D ENTER 2

M ENTER 4

CURRENT FORM? BANK £243064

SEASON 14 H MENU

STAFF

HIRE YOUTH TEAM £3822 P/U

SACK CORM STAFF

SACK PHYGIOS SALARIES

SACK SCOUT

INFORM SCOUT OF PLAYER WANTED

CURRENTLY SEEKING 0 5

FOR 0 ENTER 0

D ENTER 2

M ENTER 4

CURRENT FORM? BANK £243064

SEASON 14 H MENU

STAFF

Loud and proud and ready to shock. Yes, C + VG's very own Mr T - Tony Takoushi - is back to rant and rave about computer games. Love or hate him, just read him.

A couple of months ago I said Amiga games software was beginning to arrive in quality and volume. Some of the better games to hit the UK recently are **Impact**, **Mousetrap**, **Mission**, **Elevator**, **Bad Cats**, **Dr Fruit** (Mr Do), **The Final Trip**, **Garrison** and **City Defence** - an absolutely BRILLIANT version of *Missile Command*.

This month I'm taking a look at a game called **Space Ranger** - previously titled TASAR, weird huh? - for the Amiga 500 from Mastertronic.

A scaled down version from their coin-op division Space Ranger is a *Defender*-style game with some tasty touches.

You control a Space Environmental Protection Ranger (SEPR to you) which has to zip around various planets rescuing animals from the clutches of beastly aliens.

Jeff Minter, they need you!

The first three planets are called Zypoor, Jospoor and Carvix. To get the lowdown on these worlds the instruction manual explains - via a rather wild storyline - what you have to collect and destroy.

On entering the first level the first thing to grab your eye is the speed at which the action takes place. Don't hang around - nothing is for free here!

You can fly or walk to the left or right as the screen scrolls - straight out of *Defender*.

The obvious difference is that the backdrop is a three layered scroll which is finely detailed and absolutely pixel smooth. Nice one guys!

There are various nasties flying around which try to pick up the creatures from the surface. Creatures including dinosaurs, turtles, weird running eyeballs and

bouncing squids. Once captured the animals are taken to a mother ship which teleports them into her hold via a beam.

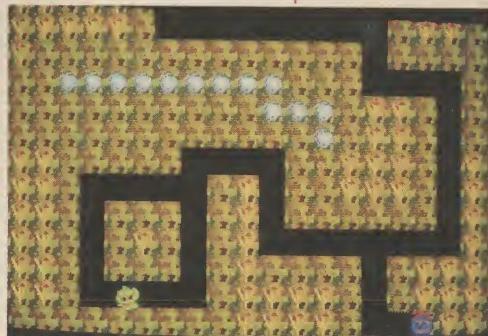
You can make the ship drop the creatures by shooting it. But avoid taking too many shots as this can release pounding fists which batter you around the screen.

The enemy aliens come in strange forms, there are rolling hands, pronged Wasps, - which like to sting - yellow flying jokers and the dreaded Skull which follows you around firing vicious looking hook bombs.

To aid your mission there is a scanner at the bottom of the screen which clearly details the enemy and where the creatures are on the planet. You must use this to get anywhere in the game.

At the end of a wave you are given a tally of the creatures rescued - extra life at 25 - and progress to the next wave.

The game should be available by the time you read this and on balance I recommend it. It takes the *Defender* idea and enhances it. Action is fast, sound is good and it's a real mean shoot'em up.



One of the dodgier areas of the software industry are conversions of arcade games.

It really is worrying that software houses are content to simply hack across code without eye for detail or the capabilities of the machines they are converting coin-ops on to.

To date there have been some horrific conversions of hit arcade - titles from leading software companies. I can understand the commercial reality of releasing a game to coincide with a hit movie or arcade machine. But what I cannot understand is the apparent willingness of

companies to sully their reputations with shoddy, rushed programs which barely resemble the original.

The main reason all this is bubbling up in my brain at the moment is that with increasing popularity of the ST and Amiga machines, software houses are, it seems, content to simply port 68000 code across from ST to Amiga WITHOUT using the extra power of the Commodore machine. This is such a waste!

The ironic part of it is that the Amiga is incredibly powerful and should be LEADING the way, but as the ST now has the mass presence it leads the software market for product.

Take a long hard look at the games for the ST and Amiga. They are getting better but I still feel that the machines are not being used to anything like their processor or design potential.

Name me just one real classy classic shoot'em up for the Amiga or ST that blows you away with presentation and sheer heart thumping action?

There really isn't that much more effort needed to enhance ST to Amiga product so software houses PLEASE take time out to vamp it up.

It will increase sales and your coders ability to produce hot 68000 product . . .

WHEN NEW TEXAS SCREAMED FOR AN ARMY - EARTH SENT ONE MAN

BRAVESTARTM

On the far-flung wastelands of the planet New Texas the discovery of Kerium brings a rush of fortune seekers from all corners of the galaxy. Some are good, but most are bad... outlaws and gamblers, terrorising the merchants and robbing the miners. Out went the cry for an army of lawmen, but in reply the Earth Council sent but one -

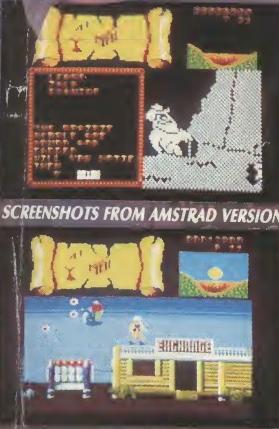
STRENGTH OF THE BEAR!

SPEED OF THE PUMA!

HE WAS ENOUGH!

EYES OF THE HAWK!

EARS OF THE WOLF!



SCREENSHOTS FROM AMSTRAD VERSION



© Copyright 1987 by Filmation Ltd. All rights reserved.

Marshall Bravestarr, Tex Hex, Shamen, Thirty Thirty, Judge JB, Stampede, Starr Peak and the Broncosours and the distinctive likenesses thereof are trademarks of Filmation Ltd., and are used with permission.

Manufactured and distributed under licence from Filmation Ltd. by Go! Media Holdings Limited, Units 2/3 Holford Way, Holford, Birmingham B6 7AX. Tel. 021 356 3388.

Marshall Bravestarr - a man of determination, strength, justice and bravery. A man blessed with amazing animal powers that give him unimaginable capabilities and he needs them all in taming a world of rejects and scum. Overcome them he does, all that is but one malicious and greedy individual. That outlaw is Tex Hex, who also possesses magical powers - the powers of darkness and evil, inherited from a time long ago when New Texas was inhabited by the monstrous Broncosours. In an era of imitations Bravestarr is an original. A compelling mix of the exciting and unusual bringing into one, the legendary old West and the space frontiers of the future.

CBM 64/128 £11.99 DISK £9.99 CASSETTE

AMSTRAD £14.99 DISK £9.99 CASSETTE

SPECTRUM £8.99 CASSETTE



GRUZOR

KONAMI

AN ARCADE NIGHTMARE NOW FOR YOUR HOME-MICRO

Infiltrate the Alien Rebel's headquarters in Konami's smash coin-op game for your home computer.

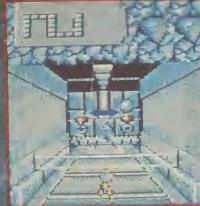
Negotiate the electric force field and then overcome wave upon wave of fanatical guerillas as you make your way

inexorably towards their base.

Split second timing and nerves of steel are a must for this exciting fun packed program with all the features of the arcade original.



ocean



SPECTRUM
7.95

COMMODORE
8.95

AMSTRAD
8.95

Ocean Software Limited

6 Central Street · Manchester · M2 5NS · Tel: 061 832 6633 · Telex: 669977